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CHESS OPENINGS

ANCIENT AND MODERN

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FROM THE BEST AUTHORITIES

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BY

E. FREEBOROUGH

AND THE

REV. C. E. RANKEN

WITH NUMEROUS ORIGINAL VARIATIONS AND SUGGESTIONS
BY

H. E. ATKINS (British Champion)
D. Y. MILLS (Scottish Champion)
J. H. BLAKE

AND NUMEROUS OTHER EMINENT ANALYSTS

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Printed by BALLANTYNE, HANSON & Co.
At the Ballantyne Press, Edinburgh

B2/15.

PREFACE TO FOURTH EDITION

A REVISED edition of this standard work has for some time past been urgently demanded by the Chess public, and the Editor is fortunate in having secured the co-operation of a large number of eminent analysts in the task of bringing the present work completely up to date, and to these gentlemen he begs to express his warmest thanks.

In Chess, as in other departments of life, some of the beaten tracks are gradually becoming deserted, new lights are being thrown upon ancient methods, former minor variations are advanced into prominence, and defects are being discovered in hitherto supposed sound lines of defence and attack. Chess is a progressive science, and works treating of the most skilful developments must, periodically, be subject to the keenest scrutiny and analysis.

Owing to the closer style of play now generally adopted, the struggle for theoretical advantage in position becomes keener, and accuracy, rather than brilliancy, is the leading characteristic of modern Chess. Hence the importance of a treatise which, founded upon the best examples of recent play, gives to the student reliable assistance in the early developments of his game.

INTRODUCTION

THIS work is a compilation on the principle of arrangement introduced in Cook's *Synopsis*, with such additions and improvements as have suggested themselves by comparison with other treatises on the Openings. Mr. Cook's method is unsurpassed for facility of reference, and for the clearness with which it places the results of various lines of play before the reader. We have taken his columns as a starting-point, and posted them up to the present time from published and unpublished games, availing ourselves of the labours of several eminent analysts for the purpose of supervision. We have varied the arrangement where we have found the original stem of an Opening hidden by the growth of variations. In such cases we have either transferred the accretion of material to some kindred Opening or used it as the foundation of a distinct *début*. Thus some variations of the Philidor Defence which were unknown in Philidor's time find their place in the Three Knights' Game; while we have relieved the Bishop's Opening and the Petroff Counter Attack from the joint charge of the Boden-Kieseritzky Gambit, and established the Hungarian Defence and the Jerome Gambit as Openings on their own account. On the other hand, there has been a shrinkage in the popularity of some Openings, as, for instance, the Damiano Gambit and the Lopez Gambit, to which we have awarded secondary places, the former among the Irregular Defences to the King's Knight's Opening, and the latter among the offshoots from the King's Bishop's Opening.

In adapting the various lines of play which we have found already arranged in the pages of the *Synopsis*, the *American Supplement*, and the German *Handbuch des Schachspiels*, we have taken nothing on trust. We have gone carefully through every variation, and noted alternative moves; selecting the latter for our columns if they showed themselves on examination to be improvements on the previous text. Mr. Cook's preference was for actual play, but the play of even the best masters over the board is uneven, as their own annotations sufficiently show. On the other hand, long series of moves, supplied originally by ingenious analysts as the best on both sides, are never met with in practice. If they involve intricate or apparently risky play they are commonly disregarded. Something simpler is called for, and is invariably forthcoming. Thus true progress is made by a combination of practice and theory. We have utilised one to correct the other. Where the correction required several moves we have given them. Where it allowed freedom of action we have contented ourselves with naming the initial move. It is possible, and also probable, that we are not always right in our

selections. Every existing Chess work supplies illustrations of the danger of being too positive. One of our objects has been to make the book useful to correspondence players and industrious students, who, with the aid of an alternative move, not necessarily superior to the one it replaces, will often be able to upset the plans of older players, whose ideas with time and practice move most freely in familiar grooves.

It is a weak point in books of this class that they are not, and never can be, exhaustive. However carefully and elaborately they are worked out, they simply provide a foundation upon which ingenious players build novel combinations. The *Handbuch* is the most advanced work of the kind, but the many variations it supplies, while contributing to its completeness, take away from its handiness. It has become chiefly valuable as a book of reference, and as such deservedly holds the first place. Here again it follows, as a matter of necessity, that the greater the number of variations the greater the difficulty of arranging them, and of tracing any one of them when arranged. Further, there is the reader's pocket to consider. To meet these considerations we have enlarged upon Mr. Cook's text in those directions where a novice will be likely to require further information, and deleted columns and notes that with the natural progress and cultivation of the game seem now poor and commonplace. We have also added a special introduction to each Opening to show the general principles which govern the play. If the student's memory fails him with regard to the order of moves, he ought at all events to remember the principle of the Opening he is playing, and so evolve suitable moves from his internal consciousness according to his strength. Assuming him to be possessed of a moderate share of analytical acumen, it is probable that he will derive as much benefit from this process as he will by wading through the details of every variation. He will certainly be in a better position for satisfying his immediate requirements over the board, for there will not be that discrepancy between his plans and his performance that so frequently characterises a book player when he arrives at the mid-game.

In addition to all this we have given a list or summary of the general principles on which the play in the Openings is established. "From analogies of positions," remarks Mr. Steinitz, "in the play of old and modern masters certain maxims have been deduced which dispense with a good deal of analysis, and are generally accepted by experts as scientific laws." We are indebted to Mr. Potter for this idea, and have supplemented his list by others that have been suggested to us in working out various lines of play, and their consequences.

Having thus done what we can to economise the student's time and money, with a due regard for efficiency, we have not thought it essential to dive very deeply into questions and variations which occupied the minds of Chess players a generation or two ago. They have for the most part been disposed of by some preliminary or alternative move, which we have given and marked as best with the sign !. If a move occurs to the reader that we have not treated, he must not too rashly assume that we have missed it. It will be safer to suppose that it is contrary to some fundamental principle, or that there is something objectionable about it

which we consider fairly within the limits of an ordinary Chess player's capacity to discover. The tendency in practical play is to turn from those Openings or Variations which have been most thoroughly analysed and select, in preference, others less familiar. Both players are thus placed on a more equal footing. To meet this tendency we have supplied in our notes numerous alternative lines of play which will be found useful for consideration or practice. In cases where we are not certain whether the alternative moves we give are the best, and it is a matter of importance, we generally supply a reference to that player or writer. When this is not done it implies that the original author of the suggestion is not known, that our authority has failed to supply the source from which he had it, or that it is an effort of our own to fill up a gap left by some previous writer.

As a general rule our columns supply the best, or main, variations, while the notes give the sub-play. There are, however, exceptions, sometimes arising out of space considerations, sometimes where an apparently stronger move or combination has not yet passed the ordeal of analysis and practice, and sometimes when an inferior but plausible continuation requires many moves to demonstrate its disadvantages. It follows that the columns and notes must be considered together. We have occasionally given in the latter, as illustrations of the resources of an Opening, the results of actual practice carried into mid-game. We have preferred this course to that of adding a complete series of illustrative games; such games—the practice of the best masters—being, so far as they are available, the material out of which our columns and notes are constructed.

With reference to the signs + and = used in this work, they must not be regarded as mathematically exact. The student should bear in mind that = does not mean absolute equality, but that there is no decisive advantage on either side, or not sufficient advantage to justify the use of the sign +. Further, the application of the signs may possibly appear in some cases to be less a matter of fact than of fancy. It is not easy at all times to estimate the resources of position as opposed to force. Where there is a difference of opinion on these points between the reader and the compilers, the former must take into account that we have had before us in many cases a continuation of the various games, or moves, as our guide in positions that he may consider open to question. In case no sign at all is affixed to a column, the conclusion is, that there is more to be said on both sides, and that this is left to future analysis.

One of the principal advantages to be derived from an examination of the Openings is a knowledge of the art of transposition. It is very rarely that we meet with an opponent who sticks to the text of an analysed Opening. When he departs from it he usually makes an inferior move, but this does not necessarily follow. He may be transposing by some indirect method into another Opening or Variation in which he is more at home, or by which he hopes to gain an advantage. It is clear that this requires a corresponding change of tactics on the other side, so as to force him into a line of play which shall yield him no benefit through his innovation. The summary of sections prefixed to each

book will show generally the various ramifications of kindred Openings from a single stem, and enable the student to contract or enlarge his base of attack or defence according to his knowledge. We have pointed out where one Opening runs into another, and a little observation and practice will enable the student to invent transpositions for himself. He will quickly find their utility. He will discover, among other things, that tact and inference are useful in Chess, as in other games of skill, although they are not regarded as the special accomplishments of a Chess player; and also that independent thought is by no means cramped or weakened, but rather encouraged and strengthened by familiarity with book Openings.

It will be seen from these remarks that we do not encourage the student to rely implicitly on memory. A book is useful to point out where the novice has gone astray. A player who commences with the idea of becoming a first-rate by mastering the theory and studying the principles of the game, may exhaust himself in encountering the numerous exceptions which crop up in actual practice, and discover too late that he might or ought to have won, but did not. On the other hand, a player who despises book knowledge, and determines to find out everything for himself, may expend the whole of his Chess life in ascertaining the truth of elementary principles. It is well to give our predecessors credit for knowing something of the game, and economy of time and labour to accept the result of their experience as if it were our own; although it is not our own, still it fits in with our own practice and requires little effort of memory to recall.

In addition to new lines of play supplied in the latest edition of the German *Handbuch*, Mr. Steinitz' *Modern Chess Instructor*, and other publications, we have had to consider numberless corrections or suggestions received from British and Colonial amateurs. The introduction of these variations, founded generally on hard experience, has added materially to the utility of our work. We have accepted them gladly as evidence of the widespread interest taken in the subject; further, in connection with the novelties given in previous editions, and not to be found in the great German treatise, they enable us to take up a more independent standpoint. They contribute to the formation of a British School of Analysis, distinguishable from others by its preference for what is simple and solid rather than for what is subtle and far-fetched; advancing by easy stages from precedent to precedent, rather than trying to arrive at important conclusions by leaps and bounds.

It is an instance of the widely spread knowledge and study of the game, that many of the suggestions we have received refer to Openings and Variations that Chess writers are apt to consider as almost obsolete, but which, it is apparent, still hold their ground away from Chess centres among a large class of amateurs.

With regard to the German analysts, they aim at thoroughness, and are certainly most remarkable for industry. The *Handbuch*, in its latest edition, is a receptacle for both good and bad lines of play, far beyond the capacity of a single mind to assimilate. We find therein long continuations of weak moves, very possibly exhibitions of fine Chess, but

which turn away the reader's attention from the object he has in view in consulting the work.

The *Modern Chess Instructor* has introduced many ingenious variations, worked out laboriously by Mr. Steinitz to conclusions which have not always been confirmed by subsequent practice and analysis. We have accepted these innovations so far as they appeared to be sound and in accordance with the spirit of the time. We have, however, declined to follow him in excursions which chiefly serve to illustrate his special manner.

The kind of development most in vogue at present for serious play is that which may be described as irregular, in which the arrangement is broken, and each piece treated as a separate entity, with an eye to general utility as circumstances may permit. The system of arranging the pieces early in the game to bear on one point is somewhat out of fashion. The old attacking combinations to force a win are, however, only held in abeyance, and not forgotten. It is still requisite to know them both in principle and practice.

It will be seen that we have added in this edition very considerably to the size and scope of our work, and that some Openings, particularly the QP Game, have been rearranged and partly reconstructed.

The addition of a sixth book treating upon Games at Odds will, we apprehend, be much appreciated by the large and increasing class of players who take part in Club Tournaments. It will most probably lead to the discovery of other methods of attack and defence superior to those we have been able to find in the existing literature on the subject. What we have given is sufficient to give our students a good start. Innate ingenuity combined with experience of analogous positions will, no doubt, enable them to add improvements which are not sufficiently on the surface to be obvious to ordinary capacities.

In lieu of the old form of index adopted by Chess writers, generally a mere list of contents, we have substituted an alphabetical arrangement giving the leading moves in every Opening. This will be found a great improvement for facility of reference to any special Opening or Variation. The variations are named after the players who invented, adapted, analysed, or favoured them. The old arrangement is retained in the Summary of Sections prefixed to each book.

Among the many amateurs who have kindly taken an interest in our labours, and furnished us with corrections, suggestions, and analyses, for the present edition, we ought specially to name Messrs. J. H. Blake of Southampton, W. P. Turnbull of Wolverhampton, W. J. Greenwell of Newcastle-on-Tyne, F. J. Young of Tasmania, H. E. Atkins (British Champion), J. E. Hall, W. T. Pierce, D. Y. Mills, W. H. S. Monck, W. H. Gunston, Porterfield Rynd, H. J. O'Bernard, F. P. Wildman, and Dr. M'Donald. Others are named in our pages as their variations come into the text, some prefer to remain unknown, and one wishes his name to be withdrawn. We must include all in our acknowledgment of obligations, and hope our readers will agree with us that the additional material dealt with in the fourth edition will very considerably add to its usefulness for practical purposes to all classes of players.

PRINCIPLES

I

A GAME may be termed well-commenced—set Openings apart—when the pieces are brought out so that no piece obstructs the action of another, and that each piece be so well planted that it cannot be attacked with impunity (*Walker*).

II

An Opening to be well constructed should be made quickly (*Walker*), consequently the same piece should not be moved twice until the other pieces are in play (*Steinitz*).

The exceptions to this rule are when a greater or at least an equal loss of time can be inflicted upon your adversary, also when an improper move on his part brings an important advantage within measurable distance.

III

There are two styles of development—the attacking and the defensive. In one the pieces are spread about to secure the greatest possible command of the board; in the other they are kept together mutually supporting or defending each other.

Whichever method is adopted the player should be prepared to change from one to the other at short notice, that is, unless he sees a certain win by the first course.

IV

A man in play should not be exchanged for a man out of play. The exception is when to retreat would entail the loss of the attack.

V

To gain a Pawn in the Opening it is worth while to lose one move. To gain a Pawn it is seldom worth while to lose one move *and the attack* against a good player. To expend *two* moves with a Knight in order to win the exchange is rarely advisable.

VI

A Pawn may generally be sacrificed in the Opening with advantage when it accomplishes two objects, *i.e.* when it brings an undeveloped piece into play, and at the same time keeps an opponent's piece out of play. This applies especially to Gambit attacks.

There are other ends which may be substituted for that of keeping an opponent's piece out of play, such as to facilitate access to his King, &c.

VII

Weigh your advantages and disadvantages. When you have an opportunity of making a good move, and you see before you another move which permits several good continuations, select the latter. Your adversary will most probably hasten to stop your good move at the risk of a bad game.

This is the principle upon which the finest Gambit attacks, such as the Muzio and the Allgaier, are founded, and it may be summed up in the maxim, "retain as much freedom of action as possible."

VIII

When you cannot see your way to an attacking move, play a development move. When you cannot make a development move, play, if possible, a restraining move that will check your opponent's development.

IX

When your opponent shows a disposition to play a backward or defensive game, do not play a forward game. Keep your pieces together, play steadily, and look out for weak spots.

If he pushes forward rapidly in the centre, try to get round him. If he advances Pawns on both sides, try to cut his game in two. If he advances rapidly on one flank, wait till he has fairly committed himself in that direction, and then attack him on the other side. This assumes that your game is not so far committed as to leave you no option.

These maxims may appear obvious. The difficulty is, however, to recognise their applicability in the position under your eyes when playing. This is the point which requires careful attention.

X

P to KR3 to restrain the adverse Queen's Bishop from pinning your Knight at KB3 is deprecated by the modern school, for although it does not always compromise the game, yet it mostly loses time and gives unnecessary trouble on the King's side. When attacking a hostile piece the advance of the Rook's Pawn becomes useful in order to make room for the Knight, as well as for dislodging an opponent's piece (*Steinitz*).

XI

Advanced Pawns should be supported by Pawns from the side of the board and not from the centre. A Queen's Pawn used as a supporting Pawn is especially weak, being open to attack on all sides.

XII

On the same principle, a supporting piece should always be placed where he is least liable to attack, or where, if attacked, he can support while retreating. For this reason a Knight is inferior as a supporting piece. A good player will aim at the supports rather than at the front rank.

XIII

A Rook on the same file as your opponent's King or Queen is always well placed, intervening men notwithstanding. In the former position, with Queen and the other Rook on adjoining files, you may generally force the game. This is easier if the intervening Pawns are disarranged. This principle may be extended to the Queen and two Bishops on three adjoining diagonals bearing upon the adverse King's quarters, but the rule is not so certain in this case, unless there are advanced Pawns to assist in the attack.

XIV

In exchanging, aim at securing a majority of Pawns on your Queen's side, that is, if your King is castled on the other side. With four Pawns to three on the King's side against three to four on the Queen's, try to separate the latter.

XV

To be avoided or carefully guarded against are—

1. A sacrifice or capture which brings your King into position for a diverging attack by Queen, Rook, Bishop, or Knight. A double check is equally to be shunned.
2. A sacrifice or capture which drives your King away from the defence of a piece by proximity.

This maxim applies to any piece, but in the Openings it is generally the King that is aimed at through the KB Pawn, which he alone defends. The sacrifice alluded to is, of course, your opponent's, the capture yours.

XVI

An attack on the castled King with four pieces will usually force the game and permit one piece to be sacrificed in order to clear the way.

XVII

Castling on the Queen's side is not so safe as castling on the King's side, especially for the second player, because it leaves the QR Pawn undefended. There are, however, some notable exceptions to this rule, viz. when the Queen's file is open for the player so castling, and not for his adversary; or when the Pawns on King's side can be advanced for a strong attack on his adversary's King already castled on that side.

Some of these principles are mainly applicable to mid-game and end-game play, and may therefore be considered beyond the scope of our present undertaking. They are, however, coming events which cast their shadows before as far as the Openings, and frequently decide the course of action in critical positions. We add for the same reason Mr. Potter's Minor Principles, published in Bland's *Chess Player's Annual*, 1882. They will be found very useful in making exchanges. The words in brackets are ours.

MINOR, OR SPECIAL PRINCIPLES

1. Two Bishops are stronger than two Knights.

2. Two Bishops are stronger than Bishop and Knight.

3. A Bishop is stronger than a Knight in the middle game.

4. A Knight alone is stronger than a Bishop alone in the end-game. This means, however, where they are opposed, seeing that:—

5. A Bishop makes a better struggle than a Knight against Pawns.

6. A Knight is weaker than a Bishop against a Rook.

7. Two Rooks and a Bishop are stronger than two Rooks and a Knight.

8. Queen and Bishop are stronger than Queen and Knight.

9. Queen, Rook, and Knight are stronger than Queen, Rook, and Bishop. (This applies to the end-game only.)

10. Two Rooks co-operating are stronger than a Queen (assuming the Rook player's King to be sheltered); but unless such co-operation exists, or can be certainly foreseen, it is not wise to exchange Queen for two Rooks.

11. The Queen may usually be advantageously exchanged for two Bishops and a Knight.

12. Two Knights and a Bishop are often weaker than Queen notwithstanding that there are other forces.

13. Rook and Bishop struggle better against the Queen than Rook and Knight.

14. Rook, Bishop, and Pawn are in numerous cases more than a match for the Queen. This implies that the Pawn is either on or can be forced up to the seventh square.

15. Two Knights co-operate more powerfully when not protecting than when protecting each other.

16. A Rook is at his best when in possession of a clear road. Motto: "Seize the open file."

17. Pawns when advanced are in most cases safer against the Rook than when not advanced. This assumes their having a certain amount of support.

18. When a Queen faces an adverse Rook on the same file there is danger, however many men there may be between them.

19. A Knight at KB5 bodes ill for the adverse King castled on that side.

20. In average end-games the King is better on the King's or Queen's file than at either wing.

21. Doubled Pawns, when not separated, are as good as others, sometimes better.

22. Two Pawns in a front line are stronger side by side than on the same diagonal.

23. After the Queens are exchanged it is, as a rule, worse than useless to castle, from which it follows that an exchange of Queens, displacing the King, need not be shunned.

24. A Pawn on Bishop's or Rook's seventh, supported by the King, will draw against the Queen, unless the opposing King can get to B or R3. On any other file the Pawn loses.

EXPLANATION OF NOTATION AND TABLE OF ABBREVIATIONS

BLACK.

QR sq	QKt sq	QB sq	Q sq	K sq	KB sq	KKt sq	KR sq
Q R 8	Q Kt 8	Q B 8	Q 8	K 8	K B 8	K Kt 8	K R 8
Q R 2	Q Kt 2	Q B 2	Q 2	K 2	K B 2	K Kt 2	K R 2
Q R 7	Q Kt 7	Q B 7	Q 7	K 7	K B 7	K Kt 7	K R 7
Q R 3	Q Kt 3	Q B 3	Q 3	K 3	K B 3	K Kt 3	K R 3
Q R 6	Q Kt 6	Q B 6	Q 6	K 6	K B 6	K Kt 6	K R 6
Q R 4	Q Kt 4	Q B 4	Q 4	K 4	K B 4	K Kt 4	K R 4
Q R 5	Q Kt 5	Q B 5	Q 5	K 5	K B 5	K Kt 5	K R 5
Q R 4	Q Kt 4	Q B 4	Q 4	K 4	K B 4	K Kt 4	K R 4
Q R 3	Q Kt 3	Q B 3	Q 3	K 3	K B 3	K Kt 3	K R 3
Q R 2	Q Kt 2	Q B 2	Q 2	K 2	K B 2	K Kt 2	K R 2
Q R sq	Q Kt sq	Q B sq	Q sq	K sq	K B sq	K Kt sq	K R sq

WHITE.

PLAN OF THE WORK

The Tables are so arranged that each column contains the moves of a single variation. The moves are expressed as fractions: the move of the first player, whom we invariably call "White," being above the line, and the move of the second player, "Black," below the line.

ABBREVIATIONS

K	stands for	King or King's	ch	stands for	check
Q	,,	,, Queen or Queen's	dis ch	,,	,, discovered check
R	,,	,, Rook or Rook's	sq	,,	,, square
B	,,	,, Bishop or Bishop's	×	,,	,, takes
Kt	,,	,, Knight or Knight's	*en pas.*,	,,	en passant
P	,,	,, Pawn or Pawn's	=	,,	,, even game
O-O	,,	,, Castles on King's side	!	,,	,, good or best move
O-O-O	,,	,, Castles on Queen's side	?	,,	,, weak or bad move

\+ stands for superior position or game (if above the line, for White; if below the line, for Black).

$\frac{+}{-}$ stands for White wins. | $\frac{-}{+}$ stands for Black wins.

$\frac{-}{-}$ stands for equal game, or doubtful advantage on either side.

The figures at the top of the tables are the numbers of the columns, inserted for reference.

The numbers in the margin indicate the order in which the moves are to be played.

REFERENCES

B. C. M.	British Chess Magazine.
C. P. C.	Chess Player's Chronicle.
C. M.	Chess Monthly.
Handbook	Staunton's Chess Player's Handbook.
M. C. I.	Modern Chess Instructor, by W. Steinitz.
Handbuch	Handbuch des Schachspiels.
Salvioli	Teoria e Pratica del Giuoco degli Schacchi.
Cook	Cook's Synopsis.
A. S.	American Supplement to the Synopsis.
Walker	Walker's Treatise on Chess, 1841.
	Others are named in full.

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BOOK I

THE KING'S KNIGHT'S OPENING

The King's Knight's Opening springs from the moves 1 P-K4, P-K4; 2 Kt-KB3. It is the method of development most in vogue at the present time. White attacks an unprotected Pawn, brings a useful piece into play, and prepares for castling on King's side. Black has the choice of a variety of replies for his second move, viz. P-KB3, P-Q3, Kt-QB3, B-Q3, Q-K2 or B3, as defensive moves; P-Q4 and P-KB4 as counter gambits; B-B4 as a counter development move giving up the Pawn, and Kt-KB3 as a counter attack. Four of these replies, viz. P-KB3, B-Q3, Q-B3, and B-B4 give a bad game, and may be dealt with summarily. They are occasionally adopted against a weak antagonist, but between good players they are obsolete, and are therefore classified as Irregular and Unusual Defences (Sec. I.). P-KB4 and P-Q4 require more attention, and are frequently played in off-hand contests. The former constitutes the Greco Counter Gambit (Sec. II.), and the latter the Queen's Pawn Counter Gambit (Sec. III.). Kt-KB3 has proved a strong reply, and constitutes the Petroff Counter Attack (Sec. IV.). P-Q3 is the Philidor Defence, considered safe but slow (Sec. V.). Kt-QB3 is, however, the defence most frequently selected. It leads to the most interesting positions, and is also favourable to the regular development of Black's pieces, while on the other hand it yields White the advantage of a selection of powerful attacks (Sections VI.–XVI.).

In all these variations the line of action for White is indicated by his second move, Kt-KB3. It is an attack on Black's centre, upon which it is customary and commendable to bring all the pieces to bear as quickly as possible. Both players must, however, be on the alert to divert their pieces to one side or the other when an eligible opportunity offers; and it becomes necessary to do so if the centre is blocked, or so well guarded as to leave no chance of breaking through with advantage. The side Pawns may then be advanced with effect. This must not be done too early or your opponent will be able to break them up, or get round them, and so turn your flank, which in Chess, as in war, is generally fatal. If the heavy pieces are exchanged, and the centre open, with the side Pawns on the second and third lines equal on both sides, the game ought to turn out a draw unless there is considerable difference between the strength of the players.

From this point of view it is apparent that the best reply to the first player's move 2 Kt-KB3 should logically be 2 ..., Kt-QB3, which not

only defends the attacked King's Pawn, but is in itself a development move, commanding another important central square. It is not quite so good as 2 ..., Kt-KB3 in some respects, and chiefly because it does not facilitate castling. Black has still two pieces to play out on the King's side, or two pieces and a Pawn on Queen's side, before he can accomplish this operation. Upon this small foundation the first player is able to construct a strong and enduring attack. Greco (1619) recommended the counter gambit, 2 ..., P-KB4, to avoid the continuation 3 B-Kt5. Lopez (1561) for the same reason preferred 2 ..., P-Q3. Philidor (1749) combining 2 ..., P-Q3, with 3 ..., P-KB4, thought the second player got so strong a game that White's move 2 Kt-KB3 was no longer advisable; while Jaenisch (1842) considered the counter attack 2 ..., Kt-KB3 to be the strongest reply. We know that Philidor and Jaenisch subsequently modified their ideas on this subject, but these fluctuations of opinion show that a slightly inferior move, in the hands of an eminent player, may hold its ground for years against all the resources of theory and analysis.

It will be seen from the annexed summary of sections that the player who wishes to play the Scotch Game (Sec. VIII.) must be prepared to deal with the defences in Sections I.–V., and if he proposes to play the Evans Gambit (Sec. XIV.) or the Lopez (Sec. XV.) he will have to add a knowledge of the Two Knights' Defence (Sec. IX.), and also the Hungarian Defence (Sec. X.). For defensive purposes the second player need only know one or two of the first five sections. If he is content to limit his practice to the Petroff Counter Attack (Sec. IV.) or the Philidor Defence (Sec. V.), and knows them thoroughly, his acquaintance with the best moves in these openings will, in actual play, balance any inferiority that has so far been proved against them by analysis. Monotony is however wearisome, and consequently undesirable. The Defences treated in Sections II.–III. are useful for occasional practice against a slightly inferior player, also against an opponent who persistently adheres to one method of attack. For general purposes it is best to be prepared to play the Scotch Game, the Evans, or the Lopez, which not only produce the finest games, but tend to form a good style by giving breadth to the player's views and depth to his combinations.

SUMMARY OF THE SECTIONS INTO WHICH THE KING'S KNIGHT'S OPENING IS DIVIDED

1 P-K 4, P-K 4; **2** Kt-K B 3.

SECTION I. *Irregular and Unusual Defences.*
2 ..., P-KB3, Q-B3, and B-Q3, and B-B4.

„ II. *The Greco Counter Gambit.*
2 ..., P-KB4, &c.

„ III. *The Queen's Pawn Counter Gambit.*
2 ..., P-Q4, &c.

„ IV. *Petroff's Counter Attack.*
2 ..., Kt-KB3, &c.

„ V. *Philidor's Defence.*
2 ..., PQ3, &c.

„ VI. *The Three Knights' Games.*
2 ..., Kt-QB3 or Kt-KB3; 3 Kt-B3, &c.

„ VII. *Staunton's Opening.*
2 ..., Kt-QB3; 3 P-B3, &c.

„ VIII. *The Scotch Game, or Gambit.*
2 ..., Kt-QB3; 3 P-Q4, &c.

„ IX. *The Two Knights' Defence.*
2 ..., Kt-QB3; 3 B-B4, Kt-B3, &c.

„ X. *The Hungarian Defence.*
2 ..., Kt-QB3; 3 B-B4, B-K2, &c.

„ XI. *The Giuoco Piano.*
2 ..., Kt-QB3; 3 B-B4, B-B4, &c.

„ XII. *Max Lange's Attack.*
2 ..., Kt-QB3; 3 B-B4, B-B4; 4 Castles, &c.

„ XIII. *The Jerome Gambit.*
2 ..., Kt-QB3; 3 B-B4, B-B4; 4 B × P ch, &c.

„ XIV. *The Evans Gambit*, accepted and declined.
2 ..., Kt-QB3; 3 B-B4, B-B4; 4 P-QKt4, &c.

„ XV. *Ruy Lopez' Knight's Game.*
2 ..., Kt-QB3; 3 B-Kt5, &c.

„ XVI. *The Four Knights' Game.*
2 ..., Kt-QB3; 3 Kt-B3, Kt-B3, &c.

SECTION I

IRREGULAR AND UNUSUAL DEFENCES

1 P-K4, P-K4; **2** Kt-KB3, { P-KB3, Q-B3, B-Q3, B-B4.

These defences are moves which suggested themselves to Chess players four hundred years ago. They are found in the oldest treatises on the game as it is played at the present time. In the survival of the fittest they have gone down in public estimation as replies to 2 Kt-KB3, but with a slight change in their environment they are still occasionally feasible in ordinary play. We utilise them to introduce certain combinations with which the student ought to be familiar.

It is probable that the general warning given by most Chess writers against the move 2 ..., P-KB3 had its origin in the disastrous result of the Damiano Gambit for the second player (Col. 1, Notes 1 and 2). P-KB3 has, however, been resuscitated in late years, by Mr. Steinitz, as a good defence to the King's Pawn in Staunton's Opening, and its reputation is improving. Mr. Reichhelm of Philadelphia supplies a generalisation. "It is part of Steinitz's system of play that when the adverse King's Bishop is off the board, or not in a position to play effectively to QB4, then the King's Pawn is best defended by P-KB3."

The move 2 ..., Q-B3 (Col. 2) survives as a later move in the Scotch Game and the Evans Gambit, but its popularity is on the wane in other variations of the King's Knight's Opening.

B-Q3 (Cols. 3 and 4) is objectionable on principle, as it confines the Queen's Pawn and so shuts up the Queen's Bishop. As a defensive move in the Allgaier Gambit it is highly effective, this reason notwithstanding. It has been suggested as available for the defence in other openings where the player is not pressed for time, with the idea of subsequently playing the piece to QB2, or QKt sq, so as to command a long diagonal.

B-B4 (Col. 5) is at first sight the least promising of the four, but in Petroff's Counter Attack, after 1 P-K4, P-K4; 2 Kt-KB3, Kt-KB3; 3 B-B4, may be played by the first player without disadvantage.

These remarks illustrate G. Walker's aphorism that "one of the greatest advantages to be derived from a knowledge of the openings is the perceiving how and when they may be safely departed from."

TABLE 1.—IRREGULAR AND UNUSUAL DEFENCES

1 P-K4, P-K4; 2 Kt-KB3.

	1	2	3	4	5
2	P-KB3	Q-B3	B-Q3		B-B4 (7)
3	Kt × P (1)	Kt-B3 !	B-B4		Kt × P
	Q-K2 ! (2)	P-B3	Kt-KB3	P-QB3	Q-K2
4	Kt-KB3 (3)	P-Q4	P-Q4	P-Q4	P-Q4
	P-Q4	P × P	Kt-B3	B-B2 (5)	B-QKt3 (8)
5	P-Q3	P-K5	P × P	P × P (6)	B-QB4
	P × P	Q-Kt3	B × P	B × P	Kt-KB3
6	P × P	Q × P	Kt-Kt5	Kt × B	B × P ch
	Q × P ch	P-Q3	O-O	Q-R4 ch	K-B sq
7	B-K2	B-K2 +	P-KB4	Kt-QB3	B-Kt3
	B-KB4		B-Q5	Q × Kt	Kt × P
8	Kt-Q4		P-K5	O-O +	O-O +
	Kt-B3		Q-K2		
9	Kt × B		K-B sq		
	Q × Kt		Kt-K sq		
10	O-O		Q-R5		
	B-Q3		P-KR3		
11	B-Q3 +		P-KR4 + (4)		
			P-Q4		

(1) The Damiano Gambit; so named by Chess writers for purposes of identification, without regard to authorship. White may also play with advantage 3 B-B4, (if) Kt-QB3; 4 O-O+.

(2) If 3 P × Kt; 4 Q-R5 ch, &c., +. Lewis in his Lessons (1842) gives full analysis. See also Staunton's *Handbook*.

(3) If now 4 Q-R5 ch, P-KKt3; 5 Kt × P, Q × P ch, followed by Q × Kt.

(4) Threatening 12 Q-Kt6.

(5) 4 ..., Q-K2; 5 Castles, P-QKt4; 6 B-Kt3, P-QR4.

(6) Or 5 Kt-Kt5, Kt-R3 (if P-Q4; 6 Q-B3, P-B3; 7 P × QP, P × Kt; 8 P-Q6+); 6 P × P, B × P; 7 Q-R5, Q-B3 (if P-Q4; 8 P × P, P × P; 9 Kt-KB3); 8 Kt × BP+. (C. E. R.)

(7) If 2 ..., P-QB3; 3 Kt-KP (or Kt-B3), Q-K2; 4 P-Q4, P-Q3; 5 Kt-KB3, Q × P ch; 6 B-K3.

(8) If 4 ..., B-Q3; 5 Kt-B4, Q × P ch; 6 B-K3, Kt-B3; 7 Kt × RB ch, P × Kt.

SECTION II

THE GRECO COUNTER GAMBIT

1 P-K4, P-K4; 2 Kt-KB3, P-KB4.

This Counter Gambit dates from the early part of the seventeenth century. It has chiefly been favoured by players remarkable for dash and brilliancy. It is founded on the maxim that the strongest defence is a counter attack. Some of its variations give rise to interesting and intricate manœuvring. It appears to have held its ground, along with Kt-QB3, as a fair reply to 2 Kt-KB3, until a comparatively recent period. In 1839 five of the strongest players in Berlin—Hanstein, Bledow, Mayet, Bilguer, and Von der Lasa—held a weekly meeting, and took this Gambit as a subject for consideration. Their investigations were afterwards arranged by Herr v. der Lasa, and published in the German *Handbuch*. Mr. Fraser subsequently contributed an entirely new defence by 3 (Kt × P) Kt-QB3. This move was also suggested by H. Möller about the same time. The new variations supplied by Mr. Fraser for the present section show that there is still room for discoveries in both attack and defence.*

The variation given in Note 1 (Col. 1) was the old continuation, until it was found that 7 Q-R3, in lieu of R4, gave a decided advantage to the first player. The special feature of this opening is the first player's attack with Queen and Knight, and the ingenious defence and counter attack, as given in Cols. 11–14. This attack fails in the Damiano Gambit (see previous section) owing to Black's KB Pawn being advanced one square instead of two. It is evaded in Col. 1 by the reply 3 Q-B3, but the Black Queen is thus brought within easy range of the adverse Knights, which loses valuable time.

The variation treated in Cols. 8–10 may be produced in the Giuoco Piano by the moves 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, P-B4; also in the Bishop's Opening, by 1 P-K4, P-K4; 2 B-B4, P-KB4; 3 Kt-KB3, Kt-QB3, &c. The Gambit may be adopted by the first player with a move in hand, viz. 1 P-K4, P-K4; 2 Kt-QB3, Kt-KB3; 3 P-KB4, &c. This constitutes a strong development. It is a variation of the Vienna Opening.

Greco's treatise was first printed in Paris in 1615.

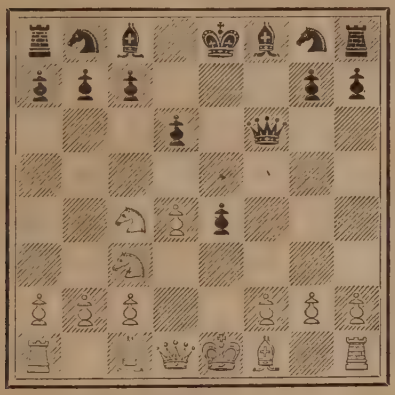
* And possibly it may be demonstrated that 3 Kt-KP is not the best move for White.

Table 2.—THE GRECO COUNTER GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, P-KB4.

	1	2	3	4	5
3	P × P?		Kt-B3 (3)	Kt × P!	
	P-Q3	P-K5	P × P	Q-B3 (5)	Kt-KB3
4	P-Q4 (1)	Q-K2	KKt × P	P-Q4	B-B4
	P-K5	Q-K2	Q-B3 (4)	P-Q3 (6)	P × P
5	Kt-Kt5	Kt-Q4	P-Q4	Kt-B4	Kt-B7
	B × P	Kt-KB3	B-Kt5	P × P	Q-K2
6	Q-K2	P-KKt4	B-QB4 +	Kt-B3! (7)	Kt × R
	P-Q4	P-B4		Q-Kt3 (8)	P-Q4
7	Q-Kt5 ch	Kt-Kt5		P-B3.	B-K2!
	Kt-QB3	Kt-B3		P × P	P-KKt3
8	Q × KtP	P-QB3		Q × P	P-Q3 +
	Kt × P	Kt-K4		Kt-QB3	
9	B-Kt5 ch	Kt-B7 ch		Kt-Kt5 (9)	
	Kt × B +	K-Q sq		B-Kt5	
10		Kt × R		Q-K3 ch	
		Kt-Q6 ch		K-Q2	
11		K-Q sq		B-Q3	
		Kt × KKtP + (2)		Q-K sq (10)	

(Col. 4.)



After White's 6th move.

NOTES TO TABLE 2.

(1) If 4 P-KKt4, P-KR4 ; 5 B-R3, P×P ; 6 B×P, P-KKt3.

(2) Haughton *v.* Mackenzie.

(3) Mentioned by Walker. The continuation 3 ..., P-Q3 ; 4 P-Q4 transposes into the Philidor Defence (Sec. V.).

(4) 4 ..., Kt-KB3 ; 5 B-B4, P-Q4 ; 6 Kt-QP, Kt×Kt ; 7 Q-R5 ch ; P-KKt3 ; 8 Kt×KtP, P×Kt ; 9 Q×P ch+. (Monck *v.* Philip.)

(5) The old line of play was 3 Q-K2 ; 4 Q-R5 ch ; P-KKt3 : 5 Kt×KtP, Q×P ch ; 6 B-K2, Kt-KB3 ; 7 Q-R3 !, P×Kt ; 8 Q×R, Q×KtP ; 9 R-B sq+.

(6) If 4 ..., P×P ; 5 Kt-QB3, P-Q3 ? ; 6 Kt-Q5, Q-Q sq ; 7 Q-R5 ch, P-KKt3 ; 8 Kt×KtP, B×Kt5 ; 9 Q×B, P×Kt ; 10 Q×KtP ch, K-Q2 ; 11 Q-B5 ch. (De Soyres *v.* Foster.)

(7) Threatening Kt-Kt5 as well as Kt-Q5. (See diagram on previous page.) He might also play 6 P-Q5—a useful move in several variations.

(8) Or 6 ..., B-B4 (*d*) ; 7 P-KKt4 (*a*) (*c*), B-Kt3 ; 8 B-Kt2, Kt-B3 ; 9 B-K3 ? (or 9 P-Q5 !, Kt-K4 ; 10 Kt×Kt, Q×Kt ; 11 O-O (Fraser)). The *Handbuch*, in reply to 9 B-K3, continues 9 ..., O-O-O. Mr. Fraser suggests 9 ..., P-Q4 ; (if) 10 Kt×QP, Q-B2 ; 11 Kt-B4, Q×KKt ; 12 Kt×B, P×Kt ; 13 B×P, O-O-O, &c. If 10 Kt-K5, O-O-O.

(*a*) 7 Kt-Q5, Q-B2 ; 8 KKt-K3 (or 8 QKt-K3 ! (Pilkington *v.* Fraser)), B-K3 ! ; 9 P-QB4 (*b*), P-B3 ; 10 Kt-B3, P-Q4 ; 11 P×P, P×P. White may now check with B, and bring Q-R4 after interposition of Kt, but carried on for some moves further the positions show little difference.

(*b*) If 9 B-B4, K-Q sq ! ; 10 B-Kt3, P-B3.

(*c*) 7 Kt-Kt5, Kt-QR3 ; 8 Kt-K3, P-B3 ! ; 9 Kt-B3, Kt-B2, &c. If 7 P-B3, P×P ; 8 Q×P, P-B3 ; 9 Kt-K3, B-K3=.

(*d*) Black may also play 6 ..., Q-K2 ; 7 Q-K2, Kt-KB3 ; 8 B-Kt5, B-B4 ; 9 B×Kt, P×B ; 10 P-KKt4, B-Kt3 ; 11 B-Kt2+. Or 6 ..., P-B3 ; 7 Kt×KP, Q-K3 ; 8 Q-K2, P-Q4 ; 9 Kt(K4)-Q6 ch, K-Q2 (*e*) ; 10 Kt-B7.

(*e*) If 9 ..., K-Q sq ? ; 10 Kt×P ch, K-B2 ; 11 Q×Q, B×Q ; 12 Kt(B4)-R5+.

(9) Or 9 Kt-Q5 !.

(10) 12 Castles, Q×Q ch ; 13 B×Q, Kt-B3 ; 14 QR-K sq, P-QR3 ; 15 Kt-QB3, B-K2 ; with an equal game. (Lehrbuch.)

TABLE 3.—THE GRECO COUNTER GAMBIT

1 P-K 4, P-K 4; **2** Kt-K B 3, P-K B 4; **3** Kt × P, Kt-Q B 3 (1).

	6	7	8	9	10
4	Q-R5 ch (2)				Kt × Kt
	P-KKt3				QP × Kt
5	Kt × KtP				Q-K2 (8)
	Kt-B3				P × P ! (dia.)
6	Q-R4 (3)				Q × P ch (9)
	R-KKt sq			P × P	B-K2
7	Kt × B	P-K5		Kt × R	B-B4
	R-Kt5	Kt × P		P-Q4	Kt-B3
8	Q-R6	Kt × Kt		Q-Kt3	Q-K2
	R × P ch	Q-K2		Kt-Q5	B-KB4
9	K-Q sq (4)	K-Q sq	P-KB4	Q-K5 ch	P-Q3
	Kt-KKt5	Q × Kt	R-Kt5	Kt-K3	Q-Q3
10	Q-R5 ch	P-Q4	Q-B2	P-Q3	P-KR3
	K × Kt	Q-K3	P-Q3	B-Q3	O-O-O
11	Q × BP ch	B-QB4	P-Q4	Q-B3 !	O-O
	K-Kt2	Q × B	P × Kt	Q-K2	KR-K sq
12	Q-B3 !	Q × Kt	QP × P	P-QR3	B-K3.
	Q-R5 (5)	B-K2 (6)	Kt-K5 (7)	P × QP +	Q-Q2 (10)

(1) Suggested in 1873 by Mr. Fraser; also the same year by H. Möller.

(2) Frequently played. If 4 P-Q4, Q-R5 !; (if then) 5 Kt × Kt, QP × Kt; 6 P-K5, B-K3, &c.

(3) Or 6 Q-K2, taking three Pawns for the piece. If 6 Q-R3, R-KKt sq; 7 Kt × B, Q-K2; 8 Kt-K6+. See diagram p. 10.

(4) 9 B-K2, Q-K2; 10 Kt-B3, R × B ch; 11 Kt × R, Kt-Q5; 12 O-O, Kt × Kt ch+. (Fraser.) If 10 Kt × RP, R × B ch; 11 K-Q sq, Kt-KKt5; 12 Q-Kt6 ch, and can draw. (Monck.)

(5) 13 P-KKt3, Kt-Q5; 14 Q-Kt2, Kt × BP ch; 15 Q × Kt, Q-Kt5 ch; 16 B-K2, R × B and wins. (Fraser.)

(6) 13 R-K sq, Q-B2; 14 B-Kt5, Q-R4 ch; 15 P-B3, Q × B; 16 R × B ch, K-Q sq; 17 Q × Q, R × Q=.

(7) 13 Q-B3, B-Q2 !; 14 Kt-B3 !, B-B3; 15 Kt × Kt, B × Kt; 16 Q-B2, Q-B4; 17 B-K3+. Cols. 8–10 are supplied by Mr. Fraser.

(8) P × P may also be played. If 5 P-K5, B-K3; 6 P-Q4, Q-R5. If 5 P-Q4, Q-R5 as in Note 2. Messrs. Potter, Wayte, and Ranken suggest 5 B-B4 !, which

Mr. Ranken continues:—5 ..., Q-Q5 (*a*) (*b*); 6 P-Q3, P×P; 7 Q-K2, Kt-B3; 8 P-KB3+.

(*a*) 5 ..., Q-K2; 6 O-O, P×P; 7 B×Kt, R×B; 8 Kt-B3, B-B4; 9 R-K sq, O-O-O; 10 Kt×P+.

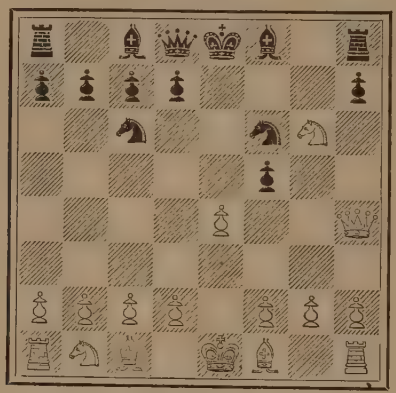
(*b*) 5 ..., Q-R5 (Fraser); 6 P-Q3 (if O-O, Kt-B3; 7 P-Q3, B-Q3, &c.), P×P; 7 Q-K2, B-KB4; 8 B×Kt, R×B; 9 Kt-Q2 (if P-KKt3, Q-Kt5), O-O-O; 10 P×P, &c.

(9) If 6 Q-R5 ch!, K-K2; 7 B-B4, Q-K sq!. Or 7 Q-K5 ch, B-K3; 8 Q×KP, Kt-B3; 9 Q-QKt4 ch?, K-B2; 10 Q×P, B-QB4; 11 Q×BP, R-K sq.

(10) Good game though minus a Pawn.

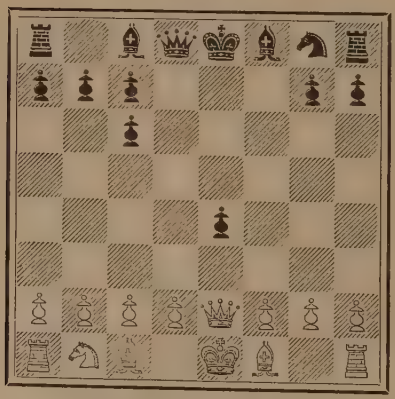
TABLE 3.

(Col. 6.)



After White's 6th move.

(Col. 10.)



After Black's 5th move.

The two positions given above represent the stage of the game from which the struggle between superiority of force on one side and superiority of development on the other may be studied and carried forward.

TABLE 4.—THE GRECO COUNTER GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, P-KB4.

	11	12	13	14	15
3	B-B4		Kt-QB3		
	P×P (1)		P-Q4 (7)		
4	Kt×P		P-Q3		
	P-Q4 (2)		Kt-Kt5	QP×P	P-B3
5	Q-R5 ch		Kt-R3	BP×P	B-K2
	P-KKt3		P-Q5	Q-Q5	Q-Kt3
6	Kt×P		Kt-K2 (8)	Q-K2	Kt-B3 (12)
	P×Kt (3)		Kt-QB3	B-KKt5	Kt-Kt5
7	Q×R	Q×P ch	P-B3 (9)	B-K3	Kt-QR4
	K-B2	K-K2	P-B4	Q×KP	Q-R4 ch
8	B-K2 (4)	P-Q4	P×QP	P-Q4	P-B3
	B-Kt2	Kt-KB3	P×QP	B×P	B-K6+
9	Q-R7 (5)	B-KKt5	P-K5	B×B	
		Q-Q3	B-Kt5 ch	Q×B	
10		B×QP(6)—	B-Q2	Kt-B3	
		QKt-Q2 —	Kt-K6+(10)	B×Kt (11)	
11				P×B	
				O-O	
12				P×P	

(1) 3 ..., P-Q3 transposes into Col. 13. See also Table 11, Note 1. If 3 ..., Kt-KB3; 4 Kt×KP+.

(2) 4 ..., Q-Kt4; 5 Kt-B7, Q×KtP; 6 R-B sq, P-Q4; 7 Kt×R, P×B!; 8 Q-R5 ch, P-KKt3; 9 Q×RP, B-K3; 10 Q×KtP ch, &c.

(3) 6 ..., Kt-KB3; 7 Q-K5 ch, B-K2; 8 Kt×B, Q×Kt; 9 Q×Q ch, K×Q; 10 B-K2—. The variation arising from 6 P×Kt is supplied by Mr. Fraser.

(4) 8 Q-Q4, B-K3; 9 B-Kt3, Kt-QB3; 10 Q-R4, or K3 and Black has a good game.

(5) The Queen escapes, but not without disadvantage in position.

(6) 10 Q×Kt ch, Q×Q; 11 B×Q ch, K×B; 12 B×QP, &c. (Monck.)

(7) If 4 B×Kt, R×B; 5 P-Q4, P-Q3=.

(8) 6 ..., Kt-QKt sq; 7 Kt-QB3, P×P; 8 QKt×P, B-B4=. (Steinitz.)

(9) Or 7 ..., P-B5. (Fraser.) If 7 ..., Kt-Kt3; 8 Q-R5, B-K2; 9 Kt×P+.

(10) If 11 ..., Q-B sq; 12 Q-Q4, R-KKt sq; 13 Q-R4, &c.

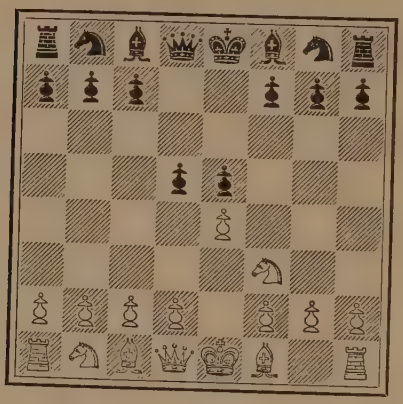
(11) 11 Q-Kt5+. (Ranken.) The Col. is De Rivière *v.* Anderssen. Black won.

(12) 6 Kt-R4; 7 Q-R4 ch, P-B3; 8 B×Kt, R×B; 9 P×KP+.

SECTION III

THE QUEEN'S PAWN COUNTER GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, P-Q4.



This defence is a combination of a counter attack with a development move, releasing the second player's Queen's Bishop. For this reason it is slightly stronger than Greco's Counter Attack by 2 ..., P-KB4; as is subsequently shown in Philidor's Defence, in which the two lines of play are opposed to each other. In the position on the diagram, if the first player replies to Black's second move by taking the King's Pawn he may have a difficult game (Col. 5). It is better for him to keep his attack on the King's Pawn and take the Queen's Pawn, by which course he gains time. The second player may either accept the loss of a Pawn, and take what he can get for it in the way of development by 3 ..., B-Q3 (Col. 1); or he may push his K Pawn on the White Knight, which is a premature attack (Col. 2); or he may at once retake the Pawn with his Queen, which will transpose the opening into the Centre Counter Gambit with a weak K Pawn (Col. 4); or into the Centre Gambit with a move behind (Col. 3). In any case the first player will have the advantage.

The result of this and the Greco Counter Gambit shows that although, as George Walker writes, "counter attack is the soul of the game, and the word ought to be written on the margin of the Chess-board," yet it leads to nothing unless it can be followed up; that is to say, unless it is correctly timed.

TABLE 5.—THE QUEEN'S PAWN COUNTER GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, P-Q4.

	1	2	3	4	5
3	P×P!	P-K5	Q×P		Kt×P
	B-Q3	Q-K2	Kt-B3		P×P (6)
4	P-Q4	B-K2 (1)	Q-K3	Q-R4	P-Q4 (7)
	P-K5	Q×P	B-Kt5 ch (3)	B-B4	B-K3
5	Kt-K5	Kt-KB3	B-Q2 (4)	Kt-QB3	B-QB4
	Kt-KB3	B-Kt5 ch	O-O	O-O	B×B
6	B-QB4	B-Q2 (2)	P-QR3	B-Q3 (5)	Kt×B
	O-O	Q-K2	B×B ch	R-K sq	P-KB4
7	O-O+	Kt×P	Kt×B	P-B3	O-O —
		B×B ch	P-Q4	P-Q4+	Kt-KB3 —
8		Q×B	O-O-O		
		P-Q4	R-K sq+		
9		O-O			
		O-O			
10		Kt-QB3			
		P-B4+			
11					

(1) This variation was played between Morphy and Paulsen. If 4 ..., Q-K2; 5 Kt-Q4, Kt-KB3 (if 5 ..., Q-K4; 6 Kt-Kt5); 6 Kt-QB3, Q-K4; 7 Kt-B3, Q-K2; 8 Kt-KKt5+. If 4 ..., P-KB4; 5 P-Q3, Q×P; 6 QKt-Q2, Kt-KB3; 7 Kt-Kt5, and wins a Pawn.

(2) If 6 P-B3, White is prepared to give up his Q for the discovered check.

(3) 5 P-QKt3, Kt-QB3; 6 B-B4, Q-Kt3; 7 Q-K2, B-Q3; 8 P-Q4, B-KKt5. (Wisker *v.* Bird.)

(4) 5 P-QB3; 6 B-R4, B-K2; 7 O-O+.

(5) Or 6 B-K2; 7 R-K sq, Kt-KB3; 8 P-Q4, P×P. If 6 ..., B-KKt5 (Gossip); 7 B×P ch, &c.

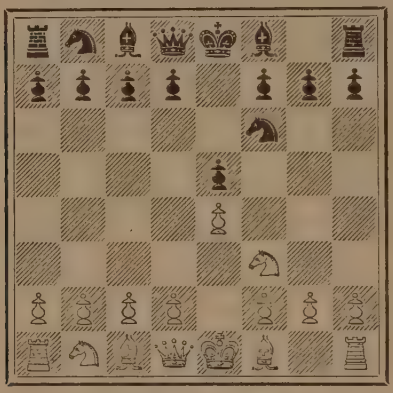
(6) If 3 B-Q3; 4 P-Q4, P×P; 5 B-QB4, B×Kt; 6 Q-R5, Q-K2; 7 P×B. (Wormald.) A brilliant variation introduced by Mr. Cochrane comes in here:—3 ..., Q-K2; 4 P-Q4, P-KB3; 5 Kt-QB3, P×Kt; 6 Kt×P, Q-Q3 (or Q-B2); 7 P×P, Q×P; 8 B-Q3, B-Q3; 9 P-KB4, with a fair game.

(7) An old variation is 4 B-B4, Q-Kt4; 5 Kt×P (B×P ch is no better in the end), Q×KtP; 6 R-B sq, B-KKt5; 7 P-KB3, B×P; 8 R-B2, Q-Kt8 ch; 9 R-B sq, Q-Kt5+: Gossip gives 7 B-K2, also to Black's advantage.

SECTION IV

PETROFF'S COUNTER ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-KB3.



This counter attack is an attempt on the part of the second player to equalise the game by bringing about a similarity of positions. It dates from the Göttingen MS., 1490. Walker, in 1841, described it as "a counter attack, but a bad one. It was, however, revived by the Russian player, M. Petroff, and carefully analysed by M. Jaenisch, who, in the *Palamède*, 1842, considered it the best reply to 2 Kt-KB3. It has since that time been adopted in several important correspondence games, and was played by Pillsbury with considerable success in the Quadrangular Tournament at St. Petersburg in 1895–96. Cols. 1–3 show that the first player, by retaining the lead, is able to secure ultimately an advantage, and that his opponent cannot avoid it by introducing complications. The first player may, if he pleases, turn the opening into a lively gambit attack by 3 Kt × P, P-Q3; Kt × P (Cols. 16–20); or, as recommended by Mr. Steinitz, he may play 3 P-Q4 (Cols. 5–10); or he may transpose the game into the Boden-Kieseritzky Gambit by 3 B-B4, Kt × P; 4 Kt-B3. If he plays a straightforward game, the position becomes one that may occur in the French Defence, where the King's Pawns are exchanged early, and the Bishops and Knights brought gradually into action supported by the Rooks (Cols. 10–15). This slow development permits considerable variety in the order and selection of moves. It is hardly likely that the moves given in the last-named columns will be made in the same order in ordinary practice. Exhaustive analysis is impossible in such positions, and all that can be done is to indicate the general tendency of certain lines of play which have been selected by analysts and players as the strongest on both sides.

It may be noted that in those variations where the Black Knight, after taking White's K Pawn, falls back to KB3, the position is frequently similar to that obtainable in the French Defence, with the advantage of a move in hand.

TABLE 6.—PETROFF'S COUNTER ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-KB3.

	1	2	3	4	5
3	Kt×P (1)				P-Q4
	Kt×P			Q-K2 ?	P×P
4	Q-K2			P-Q4 (6)	P-K5
	Q-K2			P-Q3	Kt-K5 (8)
5	Q×Kt			Kt-KB3	Q-K2
	P-Q3			Q×P ch	Kt-B4 (9)
6	P-Q4			B-K2 !	Kt×P
	P-KB3			B-B4	B-K2 (10)
7	P-KB4			P-B4 (7)	Kt-QB3
	Kt-Q2 !			B-K2	O-O
8	Kt-QB3			O-O	B-B4
	QP×Kt	BP×Kt		O-O	Kt-K3
9	Kt-Q5	BP×P (3)		Kt-B3+	Kt×Kt
	Q-Q3 (2)	P×P			BP×Kt
10	QP×P	Kt-Q5			B-Kt3 (11)
	P×P	Kt-B3			
11	P×P	B-Kt5 ch			
	Q-QB3	P-B3 (4)	K-Q sq		
12	B-QKt5	Kt×Kt ch	Kt×Kt		
	Q-KKt3	P×Kt (5)	P×Kt		
13	Q×Q ch	B×P ch	P×P		
	P×Q	K-Q sq	P×P		
14	Kt×P ch+	B-Q2+	B-Q2+		

(1) 3 B-B4 transposes into the King's Bishop's Opening, and Kt-B3 into the Three or Four Knights' Game: for 3 ..., P-Q3 see Cols. 11–20.

(2) 9 ..., Q-Q sq; 10 QP×P, P×P; 11 P×P, B-K2 (if 11 ..., P-QB3; 12 Kt-B6 ch wins). (C. E. R.)

(3) Or 9 Kt-Q5. (Steinitz.)

(4) If 11 ..., B-Q2; 12 Kt×Kt ch, P×Kt; 13 Q×KtP, R-Q sq; 14 O-O, (if) P×P; 15 B-KKt5+.

(5) If 12 ..., Q×Kt Black loses through 12 P×P and 13 B-Q3.

(6) If 4 Kt-KB3 Black can equalise by 4 ..., Kt×P !, 5 B-K2, Q-Q sq.

(7) Or 7 Kt-R3 (if then) P-Q4; 8 O-O, B×Kt; 9 R-K sq+. (C. E. R.)

(8) 4 ..., Q-K2; 5 B-K2, Kt-Kt5; 6 O-O, Kt×KP; 7 R-K sq; or 6 .... Kt-QB3; 7 Kt×P, KKt×P; 8 R-K sq, &c. (Steinitz.)

(9) For 5 ..., B-Kt5 ch see next table.

(10) Or 6 ..., Kt-K3; 7 Kt×Kt, QP×Kt; 8 Kt-B3, Kt-B3.

(11) The difference in favour of White is very slight. (W. W.)

TABLE 7.—PETROFF'S COUNTER ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-KB3.

	6	7	8	9	10
3	P-Q4			Kt×P (8)	
	P×P			B-Q3	
4	P-K5			P-Q4	
	Kt-K5			Kt×P (9)	
5	Q-K2 (1)		Q×P	B-Q3 (10)	Kt-QB3
	B-Kt5 ch		P-Q4	O-O	Kt×Kt
6	K-Q sq		P×P *en pas.*	O-O	P×Kt
	P-Q4		Kt×QP	P-QB4	B×Kt (14)
7	P×P *en pas.*		B-KKt5 (6)	P-QB3 (11)	P×B
	P-KB4		P-KB3	Kt-QB3	O-O
8	P×P	Kt-Kt5 ?	B-KB4	Kt×Kt	P-KKt3
	Q×P	Castles (4)	Kt-B3	P×Kt	R-K sq
9	Kt×QB3	Q-B4 ch (5)	Q-Q2 (7)	B×Kt (12)	P-KB4
	P-QB3 (2)	K-R sq		P×B	P-KB3
10	Kt×Kt	Q×B		P×P (13)	B-Kt2
	P×Kt	Kt-QB3		B×P	P-QB3
11	Q-Q3	Q-R3		Q×Q	O-O
	P-B3	Kt×P ch		R×Q+	P×P
12	Q×P ch	K-K sq			P×P
	Kt-Q2 (3)	Kt×R			R×P
13	—				B-QR3 (15)

(1) This move is better avoided in favour of Q×P.

(2) 10 Kt×Kt, P×Kt; 11 P-KB3, B-R3!; 12 Q×B, Kt-B7 ch: 13 K-K2, Q-K4 ch; 14 B-K3, P-B5; 15 Q×P ch, K-K2; 16 Q-Kt7 ch, KB3; 17 Q-B6 ch, B-Q3; 18 Q-B3, Kt×R; and although White has a couple of Pawns for the exchange, after 19 Q×Q ch, B×Q, the position is greatly against him. (Mason.)

(3) Steinitz *v.* Pillsbury (St. Petersburg, 1896). If 13 K-B2, B-K3+.

(4) The proffered sacrifice of a piece by Black is quite sound.

(5) If 9 Kt×Kt, P×Kt; 10 Q-B4 ch, K-R sq; 11 Q×B, B-Kt5 ch; 12 B-K2, B×B ch; 13 K×B, Kt-B3; 14 Q-K sq, Q×P+.

(6) 7 Kt-B3, Kt-B3; 8 Q-KB4, B-B4? (B-K2 is better); 9 B-Kt5, B-K2; 10 Kt-Q4, B-Q2; 11 B×Kt, B×B; 12 Kt×B, P×Kt; 13 Castles, with a slight advantage. (Tschigorin *v.* Pillsbury.)

(7) Steinitz notes that White has hardly any advantage.

(8) If 3 ..., P-Q4; 4 P×QP.

(9) 5 P×P ?, Kt-QB3; 6 O-O, B-QB4; 7 P-B4, B-K3=.

(10) 5 ..., B-K3; 5 ..., B-K2; and 5 ..., P-QB4; have been fully analysed by Steinitz, but are now practically obsolete. They lead to a slight superiority for White in each instance.

(11) Or 7 ..., B-K3; 8 P-B4, P-KB4, &c.

(12) If 9 ..., B-K3; 10 P-KB4, B×Kt; 11 BP×B, &c.

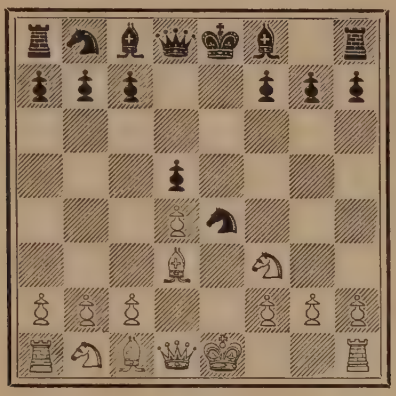
(13) If 10 ..., B-K3; 11 Q-R5.

(14) 7 Q-K2, Q-K2; 8 O-O, P-Kt3; 9 B×Kt, Q×B; 10 Q×Q ch, P×Q; 11 R-K sq, P-KB4; 12 P-KB3, B-KKt2+. (Pillsbury *v.* Schlecter.)

(15) Marshall prefers Black on account of this fine development.

TABLE 8.—PETROFF'S COUNTER ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-KB3; **3** Kt×P, P-Q3; **4** Kt-KB3, Kt×P; **5** P-Q4 (1), P-Q4; **6** B-Q3.



	11	12	13	14	15
6	B-K2 (2)				
7	O-O Kt-QB3				
8	R-K sq ! B-KKt5			P-B4 (7) B-KKt5 (8)	 B-K3 (12)
9	B×Kt ? P×B	P-B3 ! P-B4		Kt-B3 Kt×Kt (9)	R-K sq Kt-B3 (13)
10	R×P P-B4	P-B4 ! O-O	Q-Q3 (5)	P×Kt P×P (10)	P-B5 (14) O-O
11	R-K sq B×Kt	P×P Q×P	P×P B×Kt !	B-K4 ! (11)	B-K3 (15)
12	Q×B Kt×P	Kt-B3 Kt×Kt	Q×B Kt×QP	Q-Q3 Q-R4 O-O	
13	Q×KtP O-O (3)	P×Kt B×Kt	Q-Q sq Q×P	Q×BP B×Kt	
14		Q×B Q×Q	B×Kt P×B	B×B Kt-Q sq	
15		P×Q — B-Q3 (4) —	Kt-B3 Q-Q2 (6)	P-QR4 — —	

NOTES TO TABLE 8.

(1) 5 Kt-B3, P-Q4; 6 Q-K2, B-K2; 7 Kt×Kt, P×Kt; 8 Q×P, O-O; with fair compensation in position for the lost Pawn.

(2) Or 6 ..., Kt-QB3; 7 O-O, B-K2; merely a transposition.

(3) Black has the greater freedom.

(4) Maroczy *v.* Pillsbury (Monte Carlo, 1902).

(5) Introduced by Loman. For notes and variations see *B. C. M.*, Feb. 1903. 10 ..., B-R5 may also be ventured.

(6) Continued 16 R×P, O-O-O; 17 B-K3, B-B3; "White's advantage is insignificant." (Berger.)

(7) If 8 R-K sq, B-KKt5; 5 B×Kt, P×B; 10 R×P, B×Kt; 11 Q×B, Kt×P (*Handbuch*). Compare Cols. 7–10.

(8) Or 8 ..., Kt-B3 !.

(9) This seems needlessly to strengthen White's centre. 9 ..., Kt-B3 is better. If 9 ..., B×Kt; 10 Q×B, Kt×QP; 11 Q-Kt4. (C. E. R.)

(10) If 10 ..., O-O; 11 R-Kt sq followed by R-K sq+.

(11) B×BP, O-O; 12 B-QKt5, Q-Q4 (if ..., Q-Q3; 13 P-QR4 (C. E. R.)); 13 P-B4, Q-KB4; 14 B×Kt, P×B, &c.

(12) If 8 ..., Kt-KB3, the same position may be brought about in the French Defence with Black to move. [Thus: 1 P-K4, P-K3; 3 P-Q4, P-Q4; 3 P×P, P×P; 4 B-Q3, Kt-QB3; 5 Kt-KB3, Kt-KB3; 6 O-O, B-K2; 7 P-QB4.]

(13) If 9 ..., B-QKt5; 10 B×Kt, B×R; 11 P×P+. If 9 ..., P-B4; 10 Kt-B3. Mr. Steinitz continues by 10 ..., Kt×Kt, to White's advantage. Mr. Ranken suggests 10 ..., Kt-Kt5.

(14) Initiating an advance with the Pawns on Queen's side. If 10 ..., P-QKt3; 11 Q-R4, B-Q2; 12 B-QKt5, Kt-QKt sq; 13 Kt-K5+. (*M. C. I.*)

(15) If 11 Kt-B3, B-Kt5; 12 B-K3 (*M. C. I.*), B×P !, to relieve Black's game. (C. E. R.)

Table 9.—PETROFF'S COUNTER ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-KB3; **3** Kt×P, P-Q3; **4** Kt-KB3, Kt×P; **5** P-Q4, P-Q4; **6** B-Q3.

(See Diagram, p. 17.)

	16	17	18	19	20
6	B-K2		B-Q3	Kt-Q3? (9)	Kt-KB3 (12)
7	O-O		O-O	O-O (10)	O-O
	O-O	Kt-Q2! (2)	O-O	B-K2	B-K2
8	P-B4	P-B4	P-B4	B-KB4 (11)	P-B4
	Kt-KB3	KKt-B3	B-K3 (3)	O-O	P×P
9	P×P (1)	P×P	Q-B2 (4)	P-B3	B×P
	Kt×P	Kt×P	P-KB4 (5)	B-K3	O-O
10	Kt-B3	Kt-B3	Q-Kt3 (6)	QKt-Q2	Kt-B3
	B-K3	QKt-B3	P×P	Kt-Q2	B-KKt5
11	Kt-K5 —	R-K sq	Q×KtP	Q-B2	B-K3 —
	P-QB4 —	P-B3	P-B3 (7)	P-KR3	Kt-QB3 —
12		B-KKt5 —	B×Kt +	Kt-K5+	
		B-K3 —	P×B (8) —		

(1) If 9 P-B5, P-QKt3; 10 P-QKt4?, P-QR4; 11 P×KtP, RP×P; 12 P×P, Q×P+. (*M. C. I.*)

(2) Introduced by Mason in a game with Janowsky.

(3) Or 8 ..., P-B3, providing a retreat for the Bishop in case of 9 P-B5: Salvioli continues by 9 Q-Kt3, and the *Handbuch* by 9 Q-B2. 8 ..., Kt-KB3, as in other cases, works into the French Defence; 9 B-KKt5, B-K3; 10 Q-Kt3, P×P; 11 B×P!, B×B; 12 Q×B, Kt-B3; 13 Kt-B3. (Morphy *v.* Barnes.)

(4) Better than Jaenisch's move 9 Q-Kt3. If 9 P×P, B×P; 10 Kt-QB3, Kt×Kt; 11 P×Kt, P-QB4; 12 B×P ch.

(5) Or 9 ..., Kt-KB3; (if) 10 Q-Kt3, Kt-QB3!

(6) Mr. Steinitz proposes 10 P-B5, followed immediately by P-QKt4.

(7) From a correspondence game between Pesth and Paris. If 11 ..., Kt-B3 (*M. C. I.*); 12 Q×Kt, P×B; 13 Kt-K5 (Monck), Q-B3, &c. If 11 ..., B×P ch; followed by 12 ..., B-Q4; then 13 B×P!.

(8) Continued 13 Kt-Kt5, B-KB4 (if 13 ..., B-B sq; 14 Q×R, Q-Kt3; 15 Kt×KP!); 14 Kt-QB3+.

(9) If 6 ..., P-QB4?; 7 P-B4, P-B4 (if 7 ..., Kt-QB3, or P×QP; 8 O-O, &c.); 8 O-O, P×BP; 9 B×P, Kt-QB3; 10 P-Q5, Kt-R4; 11 Kt-B3, Kt×B; 12 Q-R4 ch, B-Q2; 13 Q×Kt+.

(10) Or 7 Kt-B3!, to be followed by Kt-K2. (C. E. R.)

(11) 8 Kt-K5, O-O; 9 P-KB4+. (*M. C. I.*)

(12) For simplicity and equality.

TABLE 10.—PETROFF'S COUNTER ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-KB3; **3** Kt×P, P-Q3; **4** Kt×P (1), K×Kt.

	21	22	23	24	25
	16	**17**	**18**	**19**	**20**
5	B-B4 ch P-Q4	 B-K3	P-Q4 P-KKt3		 B-K3
6	B-Kt3 (2) B-K3 (3)	B×B ch K×B	Kt-B3 B-Kt2		P-Q5 B-Q2
7	Kt-B3 P×P	P-Q4 K-B2	B-B4 ch B-K3	B-KKt5 (4) P-KR3	Kt-B3 B-K2
8	B×B ch K×B	O-O B-K2	P-Q5 B-Q2	B-R4 P-KKt4	B-QB4 R-K sq
9	Kt×P Kt×Kt	P-QB3 QKt-Q2	P-K5 ? P×P+	B-Kt3 R-K sq	P-K5
10	Q-Kt4 ch K-B2	Q-Kt3 ch P-Q4		B-Q3 B-B4+	
11	Q×Kt Q-K2+	P-K5+			

(1) An invention of Mr. Cochrane's. Mr. Staunton notes in the *Praxis* that the peculiarity of this attack is that if White attempts to set up any very fierce assault upon the Black King he will assuredly fail. The proper course appears to be for White to develop his forces, castle on Queen's side, and then push on with his King's wing Pawns.

(2) If 6 P×P, B-Q3; 7 O-O, R-B sq; 8 P-Q4, K-Kt sq. (Steinitz.)

(3) Or 6 ..., B-KKt5!; 7 P-KB3, B-K3. (Wormald.)

(4) White's best procedure probably is to play B-Q3 and O-O as soon as possible. (C. E. R.)

SECTION V

PHILIDOR'S DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, P-Q3.

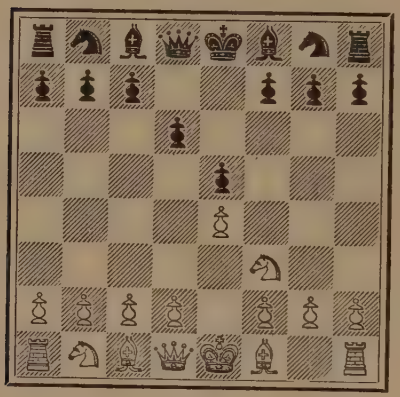
THE idea of this defence, introduced by Philidor (1749), is to protect the advanced King's Pawn from the adverse Knight before proceeding with Greco's Counter Gambit, P-KB4. The second player limits the action of his King's Bishop, and submits to a cramped position in the hope of establishing a strong centre of Pawns. The first player, however, having the move, commences an attack on his own account by 3 P-Q4, or 3 B-B4 (threatening 4 Kt-Kt5). Against the latter 3 ..., P-KB4 is unsatisfactory, as was proved by Allgaier in 1795 (Note 1, Col. 6). Cols. 1–3 show the consequences if Black disregards his opponent's move 3 P-Q4. "The weakness of the Philidor," says Mr. Potter (1885), "consists in the fact of 3 ..., KP × QP being apparently incumbent on Black, whereby all his means of development become paralysed. Could that capture be rendered unnecessary his development though slow would be assured, and the future of the game would be such as skill, hand in hand with patience, might hopefully face." Cols. 8–10 give various trials, showing on the whole that, as Mr. Potter adds, the inferiority which results is not very pronounced. He demonstrated in *Land and Water* that the line of play given in Col. 8 permits numerous variations, from which we may conclude that it has not yet reached its final form.

Mr. Steinitz has recommended as the best defence in the Ruy Lopez' Knight's Game (Sec. XV.) a line of play leading into the Philidor Defence given in Col. 5, which has therefore had more attention bestowed upon it; the result being, as far as the Philidor is concerned, a decided preference for the variation in Col. 6, in which (after 3 P-Q4, P × P) Black's Pawn is retaken with the Knight instead of the Queen.

The first player has the option of turning the game into a position brought about in the Vienna Opening by 1 P-K4, P-K4; 2 Kt-QB3, Kt-KB3; 3 Kt-B3, P-Q3. The same position may occur also in the Three Knights' Game by transposition of moves. A similar result may follow 3 B-B4, which also leads into the Hungarian Defence. As it somewhat confuses the issue to place all these variations in the Philidor proper, we have relegated them to the above-named openings, in which they will be found in their places. The great lesson of the Philidor is the relative strength of the attack 3 P-Q4, and the counter attack 3 ..., P-KB4, after, and in conjunction with, P-K4.

Table 11.—PHILIDOR'S DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, P-Q3.



	1	2	3	4	5
3	P-Q4				
	P-KB4			P × P	
4	Kt-B3 ! (1)		P × KP	Q × P (7)	
	P × QP	Kt-KB3 (3)	BP × P	B-Q2	Kt-QB3 (10)
5	Q × P	P × KP	Kt-Kt5	B-QB4 (8)	B-QKt5
	P × P	Kt × P	P-Q4	Kt-QB3	B-Q2
6	B-KKt5	Kt × Kt	P-K6	Q-K3	B × Kt
	Kt-KB3	P × Kt	B-QB4 (5)	B-K2	B × B (11)
7	Kt × P	Kt-Kt5	Kt × KP (6)	Q-QKt3 +	B-Kt5 (12)
	B-K2	P-Q4	B-K2	(9)	Kt-B3 (13)
8	B-QB4	P-K6	Q-R5 ch		Kt-B3
	Kt-B3	B-B4	P-KKt3		B-K2
9	Q-K3	Kt × KP	Q-K5		O-O-O —
	Kt-QR4	B-K2	Kt-KB3		O-O —
10	B-Kt5 ch	Q-R5 ch	Kt × Kt ch		
	K-B2 ! (2)	P-KKt3	B × Kt		
11	B × Kt +	Q-K5	Q-Kt3 —		
		O-O (4)	O-O —		

NOTES TO TABLE 11.

(1) **Zukertort's Attack.** Col. 3 gives the older form.

(2) If 10 ..., P-B3; 11 Kt×Kt ch.

(3) If P×KP; 5 QKt×P, P-Q4; 6 Kt×P, P×Kt; 7 Q-R5 ch, P-KKt3; 8 Kt×P, Kt-KB3; 9 Q-K5 ch+. If 4 ..., Kt-QB3; 5 B-QKt5, P×KP; 6 QKt×P, P-Q4; 7 Kt×P, P×Kt; 8 Kt×Kt, P×Kt; 9 B×P ch+.

(4) Englisch *v.* Pitschel continued 12 B-R6, B-B3; 13 P-K7!, and wins the exchange. Black should play 11 ..., R-B sq.

(5) If 6 ..., Kt-KR3; 7 Kt-QB3, P-B3; 8 KKt×KP, P×Kt (if 8 ..., B×P; 9 B×Kt, P×B; 10 Q-Q4); 9 Q-R5 ch, P-KKt3; 10 Q-K5, R-Kt sq; 11 B-KKt5 (Löwenthal), B-Kt2!; 12 P-K7!, Q-Q2; 13 Q-B4+.

(6) If 7 Kt-B7, Q-B3; 8 B-K3, P-Q5. (Barnes *v.* Morphy.) A game between Messrs. Goldschmidt and Esling was continued: 7 Kt-QB3, Q-KB3?; 8 B-Kt5 ch, P-B3; 9 O-O, B×KP? (Steinitz gives P-K6 as best); 10 B-QB4, P-K6 (again the Bishop cannot be taken on account of 11 QKt×P); 11 QKt-K4, P×Kt; 12 Kt×B, P×P ch; 13 K-R sq, B-Kt3; 14 B-KKt5, Q-Kt3; 15 R×P, Kt-Q2; 16 Q×Kt ch, and mates in four more moves.

(7) Mr. Ranken notes that he has tried 4 B-QB4 advantageously. It transposes the opening into the Centre Gambit, in which the position is reached by 1 P-K4, P-K4; 2 P-Q4, P×P; 3 Kt-KB3, P-Q3; 4 B-QB4, Kt-KB3 or B-K2.

(8) White may also play 5 B-KB4, Kt-QB3; 6 Q-Q2, Kt-B3; 7 B-Q3, B-K2; 8 Kt-B3, O-O; 9 O-O-O+. 5 B-K3 results in a similar position, with the recommendation that it does not prevent the subsequent advance of the KBP; in this case Steinitz prefers 7 Kt-B3, to avoid exchanges. For variations arising through the first player bringing out his QKt, see Vienna Game. If 5 B-KKt5, Black may reply by 5 ..., P-KB3, Kt-KB3, or Kt-QB3, suggested by Mr. Wayte. The last may be continued by 6 B×Q?, as given in Cook's *Synopsis*, or by 6 Q-B3, P-B3; 7 B-R4, P-Q4!; 8 Q-K3, &c.

(9) The variation is brought into a form of the Centre Gambit unfavourable to the second player.

(10) Or 4 ..., Kt-KB3; 5 Kt-B3 may be played at this point.

(11) Or 6 ..., P×B; 7 B-Kt5, Q-Kt sq. (Steinitz.)

(12) Or 7 B-K3!.

(13) 7 ..., P-B3; 8 B-R4 (B-K3 is preferred by Steinitz), Kt-R3; 9 Kt-B3, Q-Q2; 10 O-O, B-K2; 11 QR-Q sq, O-O; 12 Q-B4 ch, (if) R-B2; 13 P-K5+. (See Morphy's *Games*, p. 54.) Black may play 7 ..., B-K2; (if) 8 Q×KtP, B-B3; 9 Q×R, B×Q; 10 B×Q, B×KtP; 11 B×P, K-Q2; 12 B-R5, B×R; 13 B-B3, B×B; 14 Kt×B, R-K sq; 15 Kt-Q2, P-B4, &c. (Steinitz.)

Table 12.—PHILIDOR'S DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, P-Q3.

	6	7	8	9	10
3	P-Q4 (1)				
	P×P		Kt-KB3	B-Kt5?	Kt-Q2
4	Kt×P		P×P (5)	P×P	B-QB4 (7)
	P-Q4		Kt×P	B×Kt	Kt-Kt3
5	P×P	P-K5	B-QB4	Q×B	B-Kt3
	Q×P	P-QB4	P-QB3 (6)	P×P	P×P
6	Q-K2 ch	B-QKt5 ch	O-O	B-QB4	Q×P
	B-K2	B-Q2	P-Q4	Q-Q2!	B-K3
7	Kt-Kt5	P-K6	B-Q3	Q-QKt3	Kt-B3
	Kt-QR3	B×B (4)	Kt-B4	P-QB3	Kt-K2
8	QKt-B3	P×P ch	B-K3 —	P-QR4	B-K3
	Q-Q sq	K×P	B-Kt5 —	B-Q3	Kt-B3
9	B-B4 (2)	Kt×B —		O-O+	Q-Q3 —
	Kt-B3	Kt-KB3! —			(8) —
10	Q-B4+				
	O-O (3)				

(1) If 3 B-B4, B-K2; 4 P-Q4, P×P; 5 Kt×P, Kt-KB3; 6 Kt-QB3, O-O. See Three Knights' Game (Col. 4) for continuation: if 3 ..., P-KB4?; 4 P-Q4, P×KP (Salvioli gives 4 ..., P×QP; 5 Kt-Kt5, Kt-KR3; 6 Kt×RP or O-O!); 5 Kt×P, P×Kt; 6 Q-R5 ch+. See also Table 4. If 3..., P-QB3; 4 P-Q4, P-Q4; 5 P×QP, P-K5; 6 Kt-K5, P×P. If 3 ..., Kt-KB3; 4 Kt-Kt5. Macdonnell *v.* Gunsberg runs 3 ..., Kt-QB3; 4 P-B3, B-Kt5; 5 P-Q4 (Q-Kt3!), P×P; 6 Q-Kt3, Q-Q2; 7 B×P ch, Q×B; 8 Q×P, K-Q2; 9 Q×R, B×Kt; 10 P×B, Q×BP; 11 R-B sq?, P-Q6, and wins. The Col. from the fifth move is Paulsen's attack.

(2) Or 9 B-K3 may be played. Or 9 Q-K3. (Wayte.)

(3) If 10 ..., P-QB3; 11 R-Q sq gives White a fine attack. (Steinitz.)

(4) 7 ..., P×P; 8 Kt×P, Q-K2; 9 B×B ch, Kt×B; 10 O-O, Q×Kt; 11 R-K sq, Kt-K4; 10 Q-R5 ch+.

(5) If 4 Kt-QB3, QKt-Q2. See Note 1, p. 26. If 4 B-KKt5, B-K2 (or 4 ..., P×P first).

(6) If 5 ..., B-K3; 6 B-Q5, Kt-B4; 7 B-Kt5, Q-Q2; 8 Kt-B3+.

(7) Or 4 P-QB3!, which threatens B-B4, followed by Q-Kt3; if 4 ..., KKt-B3; 5 Q-B2! (better than 5 B-Q3 on account of the reply 5 ..., P-Q4 (W. W.)).

(8) If 9 ..., Kt-K4; 10 Kt×Kt, P×Kt; 11 Q-Kt5 ch+. (Fraser.)

SECTION VI

THE THREE KNIGHTS' GAMES

1 P-K 4, P-K 4; **2** Kt-K B 3, Kt-K B 3; **3** Kt-B 3; or **1** P-K 4, P-K 4; **2** Kt-K B 3, Kt-Q B 3; **3** Kt-B 3.

THE advantage to the first player of an early development of the Queen's Knight has been generally appreciated by advanced Chess players. It has led to the introduction of several modern openings, notably the Three and Four Knights' Games, and the Vienna Opening with its numerous variations. The idea springs from an old maxim: "Move your pieces out before your Pawns, or you may be prevented from forming a strong attack by the intervention of your own Pawns." There was at one time an objection to the move on account of its "apparent tameness." It attacked nothing, and seemed to give the second player an opportunity of assuming the offensive. Staunton, however, pointed out in the *Praxis* that "there is perhaps no one legitimate opening where the defence would not prove successful, if the defending player were allowed an extra move"; while Walker, alluding to the Steinitz' Gambit (in *Bell's Life*), showed that 2 Kt-QB3 prepared the way for one of the most daring and chivalrous of modern openings. The move, in fact, strengthens the first player's game for either attack or defence.

The "Three Knights'" has been selected by first-rate players for some of their most important contests. The attack is on the centre Pawns, and it is questionable whether the second player should allow them to be broken up or resort to the Four Knights' Game. The idea of playing 3 ..., P-KKt3 to follow with B-KKt2, which was one of the special points of this opening (Cols. 6–8), has not worked out so satisfactorily as its originators anticipated.

In several variations the positions are similar to those in the Philidor Defence, to which opening we append it. The Four Knights' Opening leads to a totally different game, more akin to the Ruy Lopez' Knight's Game.

TABLE 13.—THE THREE KNIGHTS' GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-KB3; **3** Kt-B3.

	1	2	3	4	5
3	P-Q3				B-Kt5 (9)
4	P-Q4 (1)				Kt × P
	P × P (2)				B × Kt
5	Q × P	Kt × P (4)			QP × B
	B-K2 (3)	B-K2 !			P-Q3
6	B-K3	B-Q3		B-QB4 (7)	Kt-B3
	O-O	O-O (5)		O-O	Kt × P
7	O-O-O	P-B4	O-O	O-O	B-Q3
	Kt-B3	B-Kt5	P-B4 (6)	Kt × P	Kt-KB3
8	Q-Q2	Kt-B3	KKt-K2	Kt × Kt	O-O +
	P-QR3	P-B3	Q-Kt3	P-Q4	O-O
9	B-Q3 +	P-KR3 +	K-R sq !	B × P (8)	
			Kt-B3	Q × B	
10			P-KB4 +	Kt-QB3	
				Q-Q sq	
11				B-B4 —	
				Kt-R3 —	

(1) This variation may arise in the Philidor Defence by 1 P-K4, P-K4; 2 Kt-KB3, P-Q3; 3 P-Q4, Kt-KB3; 4 Kt-B3.

(2) Or 4 Kt-Q2, followed by P-QB3, if and when necessary.

(3) Mason against Bird played 5 B-Q2, which is a form of the Philidor Defence.

(4) The Philidor form is 1 P-K4, P-K4; 2 Kt-KB3, P-Q3; 3 P-Q4, P × P; 4 Kt × P, Kt-KB3; 5 Kt-QB3.

(5) 6 ..., Kt-B3; 7 Kt × Kt, P × Kt; 8 O-O, O-O; 9 P-B4, P-Q4; 10 P-K5, B ch; 11 K-R sq. Kt-Kt5; 12 Q-K sq, P-B4; 13 Kt-Q sq, B-K3; 14 Kt-K3, Kt-R3. (Judd *v.* Blackburne.)

(6) Steinitz prefers 7 ..., P-Q4, but the development is still in White's favour.

(7) Better than 6 B-KB4, which interferes with the advance of White's KB Pawn. (C. E. R.) The Philidor form is 1 P-K4, P-K4; 2 Kt-KB3, P-Q3 !; 3 B-B4, B-K2; 4 P-Q4, P × P; 5 Kt × P, Kt-KB3; 6 Kt-QB3.

(8) Or 9 B-Q3, P × Kt; 10 B × P, Kt-Q2.

(9) If 3 ..., B-B4, White may play 4 B-QB4 (Giuoco Piano), 4 P-Q4 (Scotch Game), or 4 Kt × P. (Petroff.)

TABLE 14.—THE THREE KNIGHTS' GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** Kt-B3.

	6	7	8	9	10
3	P-KKt3 (1)			B-B4 (9)	
4	P-Q4		B-Kt5 (8)	Kt × P !	
	P × P		B-Kt2	Kt × Kt	B × P ch
5	Kt × P (2)		P-Q3	P-Q4	K × B
	B-Kt2		Kt-KB3	B-Q3	Kt × Kt
6	B-K3 (3)		B × Kt	P × Kt	P-Q4
	Kt-B3 (4)		QP × B	B × P	Q-B3 ch (11)
7	Kt × Kt	B-K2	Kt × P	B-Q3 (10)	K-Kt sq (12)
	KtP × Kt	O-O	Kt × P	Kt-K2	Kt-Kt5
8	P-K5	O-O (7)	Kt × Kt	O-O	Q-Q2
	Kt-Kt sq	Kt-K2	B × Kt	P-QB3	Kt-K2
9	P-KB4	B-B3 —	B-R6	Q-R5 +	P-KR3 +
	P-Q3 (5)	P-Q4 —	B × KtP		
10	Q-B3		Q-K2		
	B-Q2		Q-K2		
11	O-O-O + (6)		R-QKt sq +		

(1) Or 3 ..., P-B4; for a lively counter attack.

(2) 5 Kt-Q5, B-Kt2; 6 B-KKt5, QKt-K2; 7 Kt × QP. (Rosenthal *v.* Steinitz.)

(3) 6 Kt × Kt, KtP × Kt; 7 B-Q3, Kt-K2; 8 O-O, P-Q3; 9 P-B4, O-O; 10 P-KR3, P-KR3; 11 B-K3, K-R2; 12 Q-Q2, &c.

(4) 6 KKt-K2; 7 Q-Q2, O-O; 8 O-O-O, P-Q3; 9 B-K2, B-K3; 10 P-B4+. Steinitz proposes 7 P-KR4, P-KR3; 8 P-B4, &c.

(5) If 9 ..., R-Kt sq; 10 B-B4, R × P ?; 11 B-Kt3, &c.

(6) If 11 ..., P × P; 12 P × P, B × P, or Kt-K2; 13 B-QB4. (*M. C. I.*)

(7) Or 8 Q-Q2, to follow with O-O-O, and attack with Pawns on King's side.

(8) 4 B-B4, B-Kt2; 5 P-Q3, Kt-B3; 6 B-K3, P-Q3; 7 P-KR3, P-KR3; 8 Q-Q2, Q-K2; 9 O-O, P-KKt4; 10 Kt-R2. (Lee *v.* Burn.)

(9) If 3 B-Kt5; 4 Kt-Q5, Kt-B3; 5 Kt × B, Kt × Kt; 6 P-B3 !, Kt-B3; 7 B-Kt5. A game Berger *v.* Frölich runs: 3 ..., P-Q3 !; 4 B-Kt5, B-Kt5; 5 Kt-Q5, KKt-K2; 6 P-B3, P-QR3; 7 B-R4, P-QKt4; 8 B-Kt3, Kt-R4; 9 Kt × KP, B × Q; 10 Kt-B6 ch, P × Kt; 11 B mates.

(10) Or 7 Kt-K2, P-QB3; 8 P-KB4, B-B2. (C. E. R.)

(11) 6 ..., Kt-Kt3; 7 B-QB4, P-Q3; 8 R-B sq, B-K3; 9 B × B, P × B; 10 Q-Kt4+.

(12) Or 7 K-K sq. (*Handbuch.*)

SECTION VII

STAUNTON'S OPENING

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-B3.

THE *Handbuch* styles this development the English Game. We call it Staunton's Opening, to distinguish it from that commencing 1 P-QB4, which is also known as the English Opening. The move 3 P-QB3 dates from the Göttingen MS. Mr. Staunton thought highly of it: he played it in his match with Harrwitz, and considered that analysers had not done justice to it. A year or two later in the *Handbook* (1847) he prophesied that it would attain a higher place in the category of legitimate openings than had previously been assigned to it. He did not take into account the superior claims of Kt-QB3, which has superseded the Pawn's move, and has, in fact, taken the place in public opinion that Staunton prognosticated for the "QBP one" game.

The object of the move 3 P-QB3 is to turn the opening into the Ruy Lopez' Knight's Game, or the Giuoco Piano, according to Black's play. But the second player is not obliged to adopt either alternative. He may base his action on the purely preparatory character of White's move, and commence a counter attack by 3 ..., P-KB4, or 3 ..., P-Q4. The former line of play is treated in Cols. 1–5. It is the Philidor Defence, with the advantage of having the QKt out. This counter attack is met by the first player with 4 P-Q4, which, as has been shown in the Philidor, is the strongest reply. In Staunton's Opening it is made more powerful by the preliminary advance of the QB Pawn, and White ought to obtain the superiority. This is not the case with the counter attack springing from 3 ..., P-Q4.

According to Mr. Potter, "the most powerful enemy of Staunton's attack" is 3 ..., Kt-KB3 (Cols. 14–20). All these variations lead to curious and remarkable positions, upon which much attention has been bestowed by analysts and players. The result shows itself in the subtle character of the play on both sides, some of the moves being so far under the surface as to be exceptions to the ordinary rules of development.

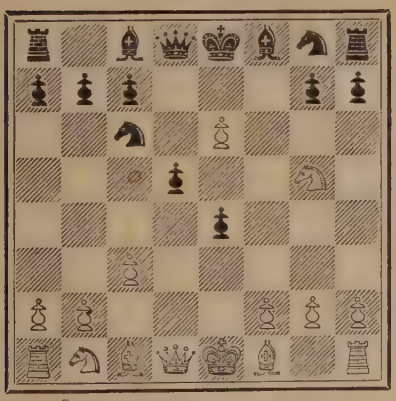
The defence is difficult for routine players, and the opening is consequently useful for occasional practice by those who are acquainted with its peculiarities.

TABLE 15.—STAUNTON'S OPENING

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-B3, P-B4 (1).

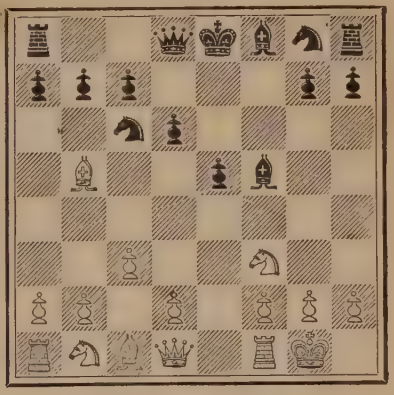
	1	2	3	4	5
4	P-Q4				P × P (10)
	P-Q3			P × KP ?	P-Q3
5	P-Q5 (2)		P × KP	Kt × P	B-Kt5 (11)
	P × P	QKt-K2	BP × P	Kt-B3	B × P
6	Kt-Kt5	B-QKt5 ch	Kt-Kt5	B-KKt5	O-O (dia.)
	Kt-Kt sq	P-B3 (4)	P-Q4	P-Q3 (9)	Kt-B3
7	Kt × KP	P × QBP	P-K6 (dia.)	Kt × Kt	P-Q4
	Kt-KB3	KtP × P	Kt-K4 (6)	P × Kt	P × P
8	B-Q3	B-QB4 !	Q-Q4	Kt-Q2	B × Kt ch
	Kt × P	Q-Q2 (5)	Q-Q3	P-Q4	P × B
9	Kt-Kt5		Kt-QR3	P-B3 +	Kt × P
	Kt-KB3		P-B3		B-Q2
10	Kt × P		B-KB4 (7)		R-K sq ch
	Kt × Kt		Kt-Q6 ch		B-K2
11	Q-R5 ch		B × Kt		Q-K2 + (12)
	K-Q2		Q × B		
12	B × Kt		Kt-B7		
	P-KKt3		Kt-R3		
13	Q-Kt4 ch		Kt × R		
	K-B3 (3)		Kt-B4 (8)		

(Col. 3.)



After White's 7th move.

(Col. 5.)



After White's 6th move.

NOTES TO TABLE 15.

(1) Ponziani's Counter Attack. If 3 ..., P-Q3; 4 B-Kt5, B-Q2; 5 P-Q4, Kt-B3. The position may arise in the Ruy Lopez' Knight's Game. Black may also play 4 ..., P-B4.

(2) Dr. Schmidt's variation. The defence 4 ..., P-Q3, was given by E. Morphy. If 5 B-QKt5, P×KP; 6 Kt×P, P×Kt; 7 B×Kt ch, P×B; 8 Q-R5 ch, K-Q2; 9 Q-B5 ch, K-K2; 10 Q-Kt5 ch, K-Q2; 11 Q-B5 ch, K-K2; drawn by perpetual check; or 8 ..., K-K2; 9 B-Kt5 ch, Kt-B3; 10 P×P, Q-Q4; 11 B-R4, B-R3; and the Pawn at QB3 is a disadvantage to White.

(3) Mr. Fraser continues by 14 Q-QB4 ch!, K-Q2; 15 B×P+.

(4) Or 6 ..., B-Q2; 7 Q-Kt3, P-B3.

(5) The *Handbuch* plays 8 ..., P×P; 9 Kt×P, P-Q4!; 10 B-K2+. 8 ..., Q-Q2, is given by Mr. Ranken.

(6) 7 ..., Kt-R3! (*a*); 8 B-Kt5, Q-Q3; 9 Q-R5 ch, P-KKt3; 10 Q-R3.

(*a*) 7 ..., B-B4; 8 Kt×KP, B-K2; 9 Kt-Kt3, B×P; 10 B-Q3.

(7) Or 10 P-KB4!, P×P *en pas.*; 11 B-KB4, P×P; &c. (Wormald.)

(8) 14 Q-R4, B-B4; 15 O-O, B×KP; 16 B-K2, K-K2; and Black is considered to have the advantage.

(9) If 6 ..., B-K2; 7 B-Kt5, O-O; 8 Q-Kt3 ch, P-Q4; 9 Kt×Kt, P×Kt; 10 B×P, B-K3; 11 B×R, Q×B; 12 Kt-R3+. Rosenthal *v.* Anderssen played 12 Kt-Q2, which was continued thus: 12 ..., B-Q3; 13 P-KR3?, Kt-R4; 14 B-K3, Kt-B5; 15 B×Kt, B×B; 16 O-O-O?, P-QR4; 17 P-R3? (*b*), P-R5; 18 Q-R2, Q-R3; 19 KR-K sq, P-B4!; 20 P-B4, P×QP; 21 K-Kt sq, P×P; 22 R×P, B-B4; 23 K-R sq, B×Kt; 24 R×P, B-K3; 25 R(Q4)×B, P-B6; 26 R-Q6, Q×R; 27 R×Q, B×Q; 28 K×B, R×P; 29 Q-Kt sq, R×QKtP ch; 30 K-R sq, R×P; 31 R-QB6, R-Kt6; 32 P-R4, P-R4; 33 K-Kt sq, R-Kt5; and wins.

(*b*) White's 17th move should have been P-QR4. (*Handbuch.*)

(10) It is quite safe to accept the Counter Gambit. If 4 B-Kt5, P×KP; 5 B×Kt, QP×B; 6 Kt×P, Q-Kt4+.

(11) 5 P-Q4, P-K5; 6 Kt-Kt5, B×P; 7 P-Q5, Kt-K4; 8 Kt×KP, B×Kt; 9 Q-R4 ch, &c. If 5 P-KKt4, P-KR4; 6 Kt-Kt sq, P×P (or Q-R5! (C. E. R.)); 7 Q×P, KKt-K2; 8 B-Q3, P-KKt3+.

(12) White's game is to be preferred, according to Mason (*Art of Chess*).

TABLE 16.—STAUNTON'S OPENING

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-B3, P-Q4 (1); **4** Q-R4 (2).

	6	7	8	9	10
4	P × P	P-B3 (4)			
	Kt × P	B-Kt5			
5	Q-Q4	KKt-K2 (dia.) (5)			
	Kt × Kt	P × P (6)		P-Q3	
6	P × Kt	Q × P		B-K3	B-Q2
	B-B4	O-O (7)	P-Q4 !	Q-Kt3	Q-B2 (14)
7	Q-Q2	B-Q2	P-K5 ? (10)	P-QR3	P-QR3
	O-O	P-Q4 !	P-B4 !	B × Kt ch	B-R4
8	Kt-B3 (3)	P × P ! (8)	Q-Q sq	Kt × B	P-QKt4
	P-Q3 +	P × P !	KKt-Q2	QKt-Q2	B-Kt3
9		Kt-K4 ! (9)	Q × P	Q-Q2	B-K3 (15)
		B × B ch	Kt-Kt3	Q-B2	O-O
10		Q × B	Q-Q3	R-Q sq	Q-Q2
		Q-Kt3	B-K3	O-O —	Kt-K sq (16)
11		Kt × Kt ch	B-Q2	—	
		Q × Kt	Kt-B3 ! (11)		
12		O-O-O	P-B4 (12)		
		Kt-B3	R-Q sq		
13		Kt-B4	Q-Kt3 (13)		
		B-K3	O-O		
14		B-Q3	O-O-O		
		P-QR4 —	B × RP +		
15		—			

NOTES TO TABLE 16.

(1) This counter attack leads to the most interesting form of the opening, and is very generally adopted.

(2) The strongest reply for White 4 B-Kt5, exemplified in Table 17 is inferior to the text move.

(3) 8 ..., B-Q3; 9 B-Kt5 ?, P × B; 10 Q × KP ch (Janssens *v.* Brien), Kt-K2; 11 Q × R, P-QB3; 12 P-Q3, O-O; 13 B-K3, B-Kt2; 14 Q × P, P-QB4; 15 Q-R3, QB × P +.

(4) The invention of the late W. Steinitz. Although, perhaps, the best move at this juncture, it leads to endless complication, and the player of Black needs to be well posted.

(5) 4 ..., P×P?; 6 B×Kt ch, P×B; 7 Q×P ch, B-Q2; 8 Q×KP, Kt-K2; 9 P-Q4, B-B3; 10 Q-K2+. (Tschigorin *v.* Steinitz.)

(6) 6 O-O, B-Q2 (if P×P, 7 Q×KP, B-B4; 8 B×Kt ch, &c.); 7 P-Q3, P-QR3; 8 B×Kt, B×B; 9 Q-B2, Q-Q2; 10 B-K3, P-KR4; 11 QKt-Q2, P-R5; 12 P-KR3, O-O-O. (Von Popiel *v.* Schwartz.)

(7) 7 B-B4, Q-K5 ch; 8 K-B sq, B-K3!; 9 P-Q4, B×B; 10 Q×B, (if) P×P; 11 P×P, O-O-O; 12 B-K3, &c.

(8) 8 ..., P-K5 is not so good; 9 KKt-Q2, P-B4 (*a*); 10 R-K sq, P-QR3; 11 B-B4, Q-R4; 12 Q-B2, O-O-O, &c.

(*a*) 9 ..., Kt-Kt3; 10 B-B4, Q-QR4; 11 Q-Kt3, P-B4; 12 B-B7 ch, K-K2; 13 Kt-B4, Q-R3; 14 B-Kt5 ch, K×B; 15 Kt-Q6 mate. (Tschigorin *v.* Gossip.)

(9) Introduced by Tschigorin. Various exchanges are forced and the game simplified.

(10) 7 ..., B-Q2 is preferable, transposing into Col. 7.

(11) Strongest according to Steinitz. Von Popiel played 12 P-B5 against Burn in the Cologne Tourney, the game resulting in a draw.

(12) 12 ..., Q-Kt5!; 13 Q×Q, Kt×Q; 14 B×B ch, K×B; 15 O-O-O ch, K-K sq (or 15 ..., Kt-Q6 ch; 16 K-Kt sq, P-KB4; 17 Kt-B5); 16 Kt-B5, P-KB4; 17 P-QR3, Kt-B3; 18 Kt-Kt5, R-QB sq; 19 Kt-K6+.

(13) If 13 ..., Q-K15; 14 Q×Q, Kt×Q; 15 B×B ch+; or if 13..., Q-K5, 14 Kt-B5+.

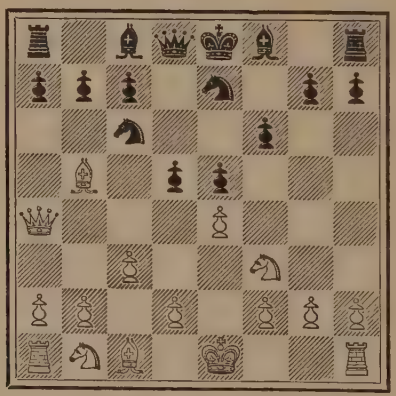
(14) 7 P×P, Kt×P; 8 Q-K4 (*b*), Kt-Kt3; 9 P-Q4, P-QR3; 10 B-K2, P-B4; 11 Q-B2, P-K5; 12 Kt-Kt5, Q-B3!; 13 Kt-KR3, P-R3. (Rosenthal *v.* Zukertort.)

(*b*) 8 Q-Kt3, Kt-Kt3; 9 B-K3, B-Q3; 10 QKt-Q2, Q-K2; 11 O-O. (Winawer *v.* Bier.)

(15) Or 9 ..., P×P; 10 P×P, Kt×R4.

(16) Or 11 B-K3, Kt-KKt3; 12 R-Q sq, R-Q sq; 13 P-Q4; or 13 P×P, B×P; 14 QKt-Q2. (Potter.)

(Col. 7.)



After Black's 5th move.

Table 17.—STAUNTON'S OPENING

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-B3, P-Q4; **4** B-Kt5, P×P (1); **5** Kt×P, Q-Q4.

	11	12	13	14	15
6	Q-R4 / KKt-K2 (2)				B×Kt ch / P×B
7	Kt×Kt / Kt×Kt		P-KB4 / P×P *en pas.*	B-K3	Q-R4 / Kt-K2
8	O-O (3) / B-Q2	B-Q3	Kt×P (B6) / P-QR3	B-B4 / Q-Q3	Kt-B4 / B-K3
9	R-K sq / O-O-O	R-K sq / O-O	B-K2 ! (5) / Kt-Kt3	B×B / Q×B (7	QKt-R3 (8) / Kt-B4
10	R×P / P-QR3	B×Kt / P×B	O-O (6)		Kt-K3 / Kt×Kt
11		Q×KP / Q-KR4 (4)			QP×Kt / B×Kt (9)

(1) Mr. Wayte suggests 4 ..., P-B3; (if) 5 Kt×P, P×Kt; 6 Q ch, K-K2; 7 B×Kt, P×B; 8 Q-KP ch, K-B2, &c.; if 5 Q-R4, KKt-K2, and the position is that reached by 4 Q-R4, P-B3; 5 B-Kt5, KKt-K2.

(2) 6 ..., B-Q2; 7 Kt×B, K×Kt; 8 O-O, B-Q3 (Fraser); or 8 B×Kt ch, P×B; 9 Kt-R3. (*Handbuch.*)

(3) If 8 B-B4, Q-KKt4.

(4) Continued 12 P-KKt3, B-Kt5; 13 P-Q4, B-B6; 14 Q-Q3, QR-K sq; 15 B-K3?, R-K5; 16 Q-B sq, R-R5; 17 Kt-Q2, R×RP, and wins. (Zukertort.)

(5) If 9 B-B4, Q-K5 ch; 10 K-B2, B-K3; 11 P-Q3, Q-B4!

(6) If 10 ..., B-Q2; 11 B-B4, B-B4 ch (if 11 =, Q-Q3; 12 Q-Kt3); 12 P-Q4, Kt×P, 13 P×Kt, B×P ch; 14 K-R sq, Q-QB4; 15 Q-Kt3+. (Fraser.)

(7) If now 10 Q×KP, P-B3; 11 Q-B4, Kt-Q4 winning a piece.

(8) If 9 Kt-K3, Q-Q6+.

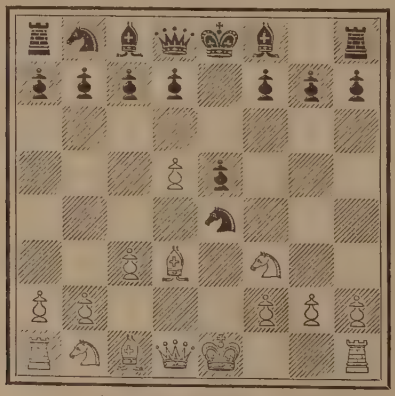
(9) 12 Q×B, Q-Q6; 13 Q-R4, B-B5; 14 Q-Q sq, and though White has a little the worst, yet with Bishops on different colours he will be able to draw (C. E. R.). If 14 Q×P ch, K-Q sq; 15 Q×R ch, K-Q2+. (Fraser.)

TABLE 18.—STAUNTON'S OPENING

1 P-K 4, P-K 4; **2** Kt-K B 3, Kt-Q B 3; **3** P-B 3, Kt-B 3 (1).

	16	17	18	19	20
4	P-Q4 (2)				
	Kt × KP !				
5	P-Q5 !				
	Kt-Kt sq (3)			B-B4 (9)	
6	B-Q3 (dia.)			P × Kt	
	Kt-KB3		Kt-B4	B × P ch	Kt × KBP
7	Kt × P		Kt × P	K-K2	Q-Q5
	B-B4 (4)	P-Q3	Kt × B ch	KtP × P (10)	B-Kt3
8	O-O	B-Kt5 ch	Kt × Kt	Q-R4	B-QB4 (12)
	O-O	B-Q2	P-Q3 (7)	P-KB4	O-O
9	P-QKt4	Kt × B	O-O	QKt-Q2	B-KKt5 (13)
	P-Q3 (5)	QKt × Kt	B-K2	O-O	KtP × P
10	Kt-B4	O-O	Kt-Q2 (8)	Kt × Kt	Q × KP
	B-Kt3	B-K2	O-O	P × Kt	Q-K sq
11	P-QR4	B-Kt5	Kt-B3	Q × KP	R-B sq
	B-Kt5	O-O	B-B4	P-Q4 (11)	P-Q4
12	Q-B2	QB × Kt	Kt-Q4	Q × KP	B-K2 +
	P-B3	B × B	B × Kt	R-K sq	
13	P × P (6) —	Kt-Q2	Q × B	Q × R ch	
	P × P —	Kt-B4	B-B3	Q × Q ch	
14			B-K3 —	K × B +	

(Col. 16.)



After White's 6th move.

NOTES TO TABLE 18.

(1) A sound, safe move, first recommended by Jaenisch.

(2) Mr. Potter suggests, in reply to Jaenisch's move (3 ..., Kt-B3), 4 Q-R4, P-QR3; 5 B-B4, after which, he says, Black has nothing better than B-K2 or B-B4. Mr. Wayte prefers 4 Q-B2; neither line of play, however, has been very generally adopted, the more vigorous 4 P-Q4! deservedly having the preference.

(3) If 4 ..., P-Q3; 5 P-Q5+. For 4 ..., P×P and 4 ..., P-Q4, see Tables 24 and 23.

(4) If 7 ..., Kt×P; 8 B-B4+; and if 7 ..., Q-K2; 8 O-O+.

(5) Or 9 B-K2!. (Fraser.) If 9 ..., B-Kt3; 10 B-KKt5. (Tschigorin.)

(6) Or 13 B-KKt5. (C. E. R.)

(7) 8 ..., B-K2; 9 O-O, O-O; 10 P-QB4. (Tschigorin *v.* Janowsky.)

(8) Or 10 Q-B3, O-O; 11 Kt-Q2, Kt-Q2; 12 R-K sq, Kt-B3; equal game.

(9) The idea of giving up the piece is due to Mr. Fraser. It leads to various intricacies, but is not considered sound.

(10) Or 7 ..., P-Q4 (preferred by Staunton); 8 P×KtP, B×P; 9 Q-R4 ch, P-QB3; 10 QKt-Q2, P-KB4; 11 Kt×Kt, BP×Kt; 12 K×B, O-O; 13 B-K3, P×Kt; 14 P-KKt3, Q-B sq; 15 B-B5, R-B3; 16 R-Q sq, P-QR4; 17 R-Q2, B-R3; 18 B×B, Q×B; 19 R-K sq, P-K5; 20 P-QR3 (P-B4!). (Wayte *v.* Ranken.)

(11) If 11 ..., B-Kt3, the *Handbuch* continues 12 B-KKt5: Salvioli prefers 12 K-Q sq.

(12) 8 P×KtP, B×P; 9 Q×B, Kt×R; 10 B-KKt5, P-KB3; 11 B-R4, P-Kt4 (*a*); 12 Kt×KtP, P×Kt; 13 B×P, R-QKt sq; 14 B×Q, R×Q; 15 B-R4, R-B sq+.

(*a*) 11 ..., P-QB3; 12 Q-Kt-Q2!, R-QKt sq; 13 Q-R6, P-KKt4, &c. If 12 P-R4, P-QR4 wins Queen. If 12 Kt×P, R-QKt sq; 13 Q-R6, Q-K2+. (C. E. R.)

(13) 9 P×KtP, B×P; 10 Q×B, Kt×R; 11 B-KKt5, Q-K sq; 12 B-R4, P-QB3; 13 QKt-Q2, R-Kt sq; 14 Q-R6, P-Q4; 15 B-Kt3, P-K5; 16 Kt-Q4, Kt-B7; drawn. (Ranken *v.* Wayte.)

Table 19.—STAUNTON'S OPENING

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-B3, Kt-B3.

	21	22	23	24	25
4	P-Q4				B-Kt5
	Kt × KP		P-Q4 ?	P × P ?	Kt × P
5	P-Q5	P × P	B-QKt5	P-K5	O-O (7)
	Kt-K2	B-B4 !	Kt-KP (2)	Q-K2 (4)	Kt-Q3
6	Kt × P	Q-Q5	Kt × P	P × P	B × Kt
	Kt-Kt3	B × P ch	B-Q2	P-Q3 (5)	QP × B
7	Kt × Kt	K-K2	Kt × B (3)	B-QKt5 !	Kt × P
	RP × Kt	P-B4	Q × Kt	Kt-Q2	B-K2
8	B-Q3	QKt-Q2	O-O	O-O	P-Q4 —
	Kt-B3	Kt-K2	Kt-Q3	P × P	O-O —
9	B-KKt5	Q-Q3 (1)	B × Kt	P-Q5 !	
	B-K2	P-Q4	Q × B	QKt-Kt sq	
10	B × Kt	P × P *en pas.*	R-K sq ch	Kt × P	
	B × B	Q × P	B-K2	Q-B3	
11	Q-K2 ch +	Q × Q	Q-K2	R-K sq	
		P × Q	O-O	B-K2	
12		Kt × Kt	B-B4 —	Q-K2 ! + (6)	
		P × Kt +	KR-K sq —		

(1) If 9 Q-B4, P-Q4+. If 9 Q-Kt3, P-Q4; 10 P×P *en pas.*, Q×P; 11 Kt×Kt, P×Kt; 12 K×B, P×Kt+. (Fraser.)

(2) If 5 ..., P×KP ?; 6 Kt×P, B-Q2; 7 Q-R4, Kt×Kt; 8 P×Kt+.

(3) 7 Q-Kt3, Q-K2 ? (*a*); 8 Q×P, Kt×Kt; 9 Q×KtP (Q×KKt !), Kt-B6 ch; 10 K-B sq. Mate in two moves. (Grundy *v.* Ranken.)

(*a*) 7 ..., Kt-Q3 (*b*); 8 B×Kt, B×B; 9 O-O, B-K2 = ; or 8 Q×P, Kt×B; 9 Kt×B, Kt(Kt4)×QP; P×Kt, Q×Kt=.

(*b*) 7 ..., Kt×Kt; 8 Q×P, Q-K2; 9 Q×Kt(K4), B×B; 10 Q×Kt, Q×Q; 11 P×Q, O-O-O; 12 B-K3, R-K sq; 13 Kt-Q2=.

(4) Kt-Kt sq is better, but Black in any case obtains a very cramped game.

(5) If 6 ..., Q-Kt5 ch; 7 B-Q2, Q×KtP; 8 Kt-B3+, threatening 9 R-Kt sq, and later Kt-QKt5. (Mason.)

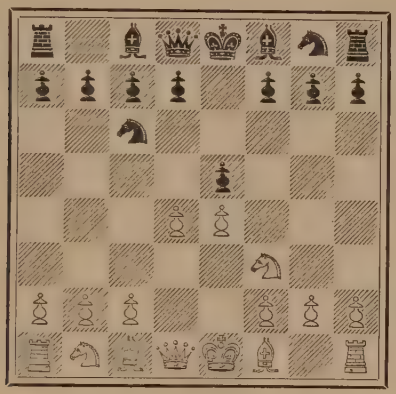
(6) Continued 12 ..., P-KR4; 13 Kt-KB3, Q-Q3; 14 B-KB4, Q-B4; 15 P-Q6, O-O; 16 P×B, R-K sq; 17 Kt-B3, P-QB3; 18 B-B4, P-QKt4; 19 B×P ch !, K×B; 20 Q-K6 mate. (Tschigorin *v.* Winawer.)

(7) 5 Q-K2, Kt-Q3; 6 Kt×P. (Potter.) This variation may occur in the Ruy Lopez' Knight's Game, *q.v.*

SECTION VIII

THE SCOTCH GAME OR GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4.



The Scotch Game or Gambit received its modern title from having been adopted with success, both in attack and defence, by the Scotch players in the celebrated match by correspondence between Edinburgh and London in 1824–1826. The opening was noticed by the Italian writers Ercole del Rio (1750) and Lolli (1763); but it did not come into general practice until after the above-mentioned match. The advantage of this early advance of the Queen's Pawn is that it sets free at once White's Queen and Queen's Bishop, and entirely prevents the formation of a centre by Black, since he has nothing better to do than to take the Pawn. Upon White's retaking with Knight, which is now thought to be the best continuation, Black has three main lines of defence, Q-R5 (Cols. 6–15), B-B4 (Cols. 16-29), and Kt-B3 (Cols. 31–35); though he may also without danger exchange Knights, and then play Kt-K2 (Col. 5). Modern analysis has shown that the first-named move yields Black a very difficult game, while by either the second or the third he may obtain a satisfactory defence. Nearly all the variations of the Scotch Gambit lead to interesting positions. A remarkable feature in this opening is the number of ways of attack and defence that have been advocated by experts at various times. As soon as one method has been satisfactorily met, another equally eligible has sprung up to take its place, showing that the resources of the opening are practically inexhaustible.

TABLE 20.—THE SCOTCH GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, Kt×P (1).

	1	2	3	4	5
4	Kt×P				Kt×Kt
	Kt-K3				P×Kt
5	P-KB4 (2)	B-QB4			Q×P
	B-B4 (3)	P-QB3			Kt-K2 (7)
6	B-B4 (4)	O-O	B×Kt	Kt×BP (5)	B-QB4 (8)
	P-Q3	Kt-B3	Q-R4 ch	K×Kt	Kt-B3
7	B-Kt5 ch	Kt-QB3	Kt-QB3	B×Kt ch	Q-Q5
	P-QB3	B-B4	Q×KKt	K×B	Q-B3
8	Kt×QBP	K-R sq	B-Kt3	O-O	O-O (9)
	P×Kt	P-Q3	B-B4	PQ4	B-Kt5 (10)
9	B×P ch	Kt-Q3	O-O —	R-K sq	P-QB3 —
	B-Q2	B-Kt3	—	K-B2	B-R4 —
10	B×R —	P-B4 —		B-K3	
	Q×B —	O-O —		(6)	

(1) 3 ..., P-Q3; 4 P×P, P×P; 5 Q×Q ch, K×Q; 6 Kt-B3 threatening B-KKt5 ch, and O-O-O ch.

(2) Or 5 Kt-QB3, B-Kt5 (if 5 ..., P-Q3; 6 B-Kt5 ch); 6 B-Q2, Kt-B3; 7 P-B3, O-O; 8 B-QB4, P-Q3; 9 Kt-Q3, B×Kt; 10 B×B. (Göring *v.* Paulsen.)

(3) If 5..., Kt-B3; 6 B-Q3, Kt-B4 (Steinitz); 7 B-B4 (Blake).

(4) If 4 Kt-KB3, Q-K2. (Wormald.)

(5) Mr. Cochrane's attack; hazardous, but requiring to be carefully answered.

(6) 10 ..., B-QKt5 (or 10 ..., B-K3 (Steinitz)); 11 P-QB3, B-R4; 12 B-Q4, Kt-B3; 13 P-K5, Kt-K5+.

(7) 5 ..., Q-B3; 6 P-K5, Q-QKt3; 7 B-K3, &c.; or 7 Q×Q, RP×Q; 8 Kt-B3, threatening Kt-Kt5.

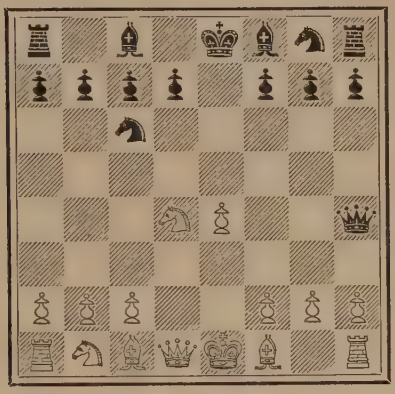
(8) 6 B-KKt5 or KB4 may also be played; or 6 B-K3, Kt-B3; 7 Q-Q2.

(9) Up to this point the moves are those of one of the celebrated correspondence games between Edinburgh and London. "No. 366 in Walker's *Chess Studies*." The former played 8 Kt-B3.

(10) 8..., Kt-Kt5; 9 Q-Q sq, B-B4. (*M. C. I.*)

TABLE 21.—THE SCOTCH GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, P×P; **4** Kt×P, Q-R5 (1).



	6	7	8	9	10
5	Kt-Kt5 (2)		B-Kt5 ch (6)		
	Q×KP ch				B-Q2 (12)
6	B-K3!	B-K2	P-QB3		Q×P ch
	K-Q sq (3)	K-Q sq	Q×KP ch		B-K2
7	Kt-Q2	O-O	B-K3 (7)		K-Q sq
	Q-Kt3	P-QR3	B-R4		O-O
8	Kt-KB3	QKt-B3 (5)	Kt-Q2		B×B
	P-QR3 (4)	Q-K4	Q-Kt3	Q-K2? (10)	Kt×B (13)
9		Kt-Q5!	Kt-B4	Kt-B4	Q-KB5
		P×Kt	P-QR3	P-QR3 (11)	P-B4
10		B-KB4	Kt-Q4 (8)	Kt-Q4	Kt-B3 (14)
		Q-Q5	B-Kt3	B-Kt3	
11		B×P ch	Kt×B (9)	Kt×B	
		K-K sq	P×Kt	P×Kt	
12		Q-K sq+	Kt-B3	Kt-B5+	
			P-Kt4		
13			B-Q3+		

NOTES TO TABLE 21.

(1) Mr. Pulling's move, to which the reply by 5 Kt-Kt5 was introduced by Horwitz ; 4 ..., P-KKt3 ; 5 B-QB4, B-Kt2 has been suggested.

(2) 5 B-K3 is at least as good. If 5 Kt-QB3. B-Kt5 ; 6 Q-Q3 (Kt-Kt5 ! : see a transposition in Note 12), B×Kt ch ; 7 P×B, Kt-B3+.

(3) Played by Steinitz in a match game with Martinez (*B. C. M.*, 1884, p. 17). The move with the King appears to be the best way of meeting the attack on his weak QB Pawn. If Black play instead 6 B-QKt5 ch, then 7 Kt-Q2, with the better game ; if 6 ..., Q-K4 ; 7 Kt-Q2 ! (threatens 8 Kt-B4 ; or if 7 ..., P-Q4 ; Kt-KB3).

(4) White has a Pawn short, but has ample compensation in the number and weight of the pieces that can be brought to bear upon Black's King.

(5) Blackburne *v.* Burn continued 8 KKt-B3, Q-K sq ; 9 Kt-Q2+. After 8 QKt-B3, Q-K sq ; Staunton gives 9 Kt-Q4 as best for White. We follow the *Handbook* in this column as far as 10 B-KB4. The continuation is from a game De Visser *v.* Blackmar in the *Brooklyn Chronicle*, vol. iii. p. 109.

(6) He may also play 5 ..., B-B4 ; 6 Q-B3, Kt-Q5. (C. E. R.)

(7) Suggested by Mr. Fraser, and analysed by Mr. Ranken (*C. P. C.*, vol. iv., 1880, pp. 10, 123, 226).

(8) White may play 10 B-Q3, and if Q×P, then B-K4. The Bishop cannot be taken on account of Kt-Q6 ch.

(9) Or 11 Kt×Kt, Q×Kt ; 12 B×B, P×B ; 13 Q-Q4, Q-B3 ; 14 Q×KtP. (*M. C. I.*)

(10) Steinitz gives 8 ..., Q-Q4 ! ; (if) 9 Q-R4, P-QR3 ; 10 Q×B, Q×KKt, 11 Q×Q. P×Q= ; but 9 Kt-B4 !, Q×Q ch ; 10 R×Q, K-Q sq ; 11 Kt×B, Kt×Kt ; 12 B-KB4, P-Q3 ; 13 Kt×BP, K×Kt ; 14 R×P, (if) Kt-QB3 ; 15 R-Q5 dis ch ; K-Kt3 ; and White mates neatly in four moves. (C. E. R.)

(11) If 9 ..., P-Q3, or K-Q sq, or Q-Q sq, then 10 Q-R4 with a fine attack.

(12) 6 Kt-Q2 is inferior. If 6 QKt-B3, Q×P ch ; 7 B-K2, K-Q sq ! ; if 7 ..., B×Kt ch (*M. C. I.*) ; 8 Kt×B, Q×KtP ; 9 B-B3, Q-R6 ; 10 Kt-Q5, K-Q sq ; 11 B-B4, P-Q3 ; 12 Kt×P, K×Kt ; 13 Q×P ch, and wins.

(13) Q×B, P-QR3 ; 10 QKt-B3, Q-K4 ; 11 Kt-R3, P-QKt4 ; 12 B-B3, KKt-K2 ; 13 QR-Q sq, R-QKt sq+. Against 10 KKt-B3 Steinitz against Golmayo played Q-KR5.

(14) Played in a correspondence game between Vienna and London ; won by the latter. Steinitz suggests as playable 10 ..., P-QR3 ; 11 Kt-QB3, KKt-K2 ; 12 P-KKt3, Q-R3 ! ; or 10 ..., Kt-R3 ; (if) 11 Kt-KB3, R-K sq ; 12 P-KKt3, Q-B3 ; 13 Kt-B3, P-QKt3+.

Table 22.—THE SCOTCH GAME

1 P-K 4, P-K 4 ; **2** Kt-K B 3, Kt-Q B 3 ; **3** P-Q 4, P × P ; **4** Kt × P, Q-R 5. (Diagram, p. 39.)

	11	12	13	14	15
5	Kt-Kt5 B-B4 ?	Q-Q3 B-B4	Kt-KB3 (3) Q × KP ch		
6	Q-B3 (a) Kt-Q5	P-QB3 (1) Kt-B3	B-K2 B-Kt5 ch (4)	B-K3 ? Kt-Kt5	
7	Kt × P ch K-Q sq	QKt-Q2 Kt-KKt5	P-B3 B-K2	Kt-R3 (7) B-B4 +	B-Q3 Kt × B ch
8	Q-B4 Kt × P ch	P-KKt3 Q-B3	O-O Kt-B3		P × Kt B-Kt5 ch
9	K-Q sq Q × Q	QKt-B3 (2) QKt-K4	R-K sq (5) Q-B4		Kt-B3 Q-Kt3
10	B × Q Kt × R	Q-K2 Kt × Kt ch +	Kt-Q4 (6) Kt × Kt		O-O Kt-K2 +
11	Kt × R P-Q3		P × Kt P-Q4 +		
12	Kt-B3 +				

(a) If 6 Q-K2, Kt-Q5 ; 7 Kt × P ch, K-Q sq ; 8 Q-B4, Kt-B6 ch ; 9 K-Q sq, Q × BP ; 10 B-K2, Kt-K4 ; 11 Q-Q5, Kt-KB3.

(1) If 6 P-KKt3, Q-B3 ; or if 6 B-K3, Kt-QKt5.

(2) If 9 P-B3, KKt-K4 ; 10 Q-K3, B × Kt ; 11 P × B, QKt × P +.

(3) The invention of Mr. Fraser (*C. P. C.*, 1877, pp. 1 and 25). It leads to some striking variations, but has not found so much favour as 5 Kt-Kt5.

(4) If either 6 ..., Kt-Kt5, B-B4, P-Q3, Kt-KB3, or Q-K2, Black gets an inferior game. If 6 ..., P-Q4 ; 7 O-O, B-K3 ; 8 Kt-B3, &c.

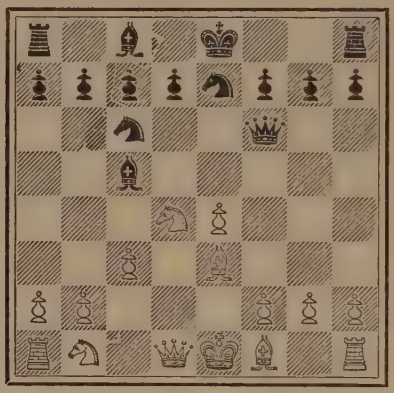
(5) Or 9 B-QKt5, Q-Q4 ; 10 Q-K2, Kt-Q sq +. In a game between Golmayo and Steinitz the former played 9 R-K sq, and the continuation was Q-Q4 ; 10 Kt-Q4, Kt × Kt ; 11 P × Kt, O-O ; 12 B-B3, Q-Q3 ; 13 P-QKt3 +.

(6) Or 10 Kt-R4, Q-Q4 ; 11 B-Q2, O-O ; 12 B-B3 (Fraser), Q-QKt4 ; 13 P-QKt3, P-Q4 ; 14 P-B4, Q-Kt3 ; 15 P × P, Kt × P +. If 15 B-K3, P-Q5 +. (C. E. R.)

(7) If 7 Kt-Q4, P-QB4 ; 8 Kt-QB3, Q-Kt3, &c.

Table 23.—THE SCOTCH GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, P×P; **4** Kt×P, B-B4; **5** B-K3, Q-B3 (1); **6** P-QB3, K Kt-K2 (2).



	16	17	18	19	20
7	Q-Q2 (3)			B-QKt5	B-K2 (19)
	P-QR3 (4)	B×Kt (8)	P-Q4 (13)	P-Q3 (17)	P-Q4 !
8	P-KB4 (5)	P×B	Kt-Kt5 (14)	O-O	B-B3 !
	P-Q3 (6)	P-Q4	B×B	O-O	P×P
9	B-B4 (7)	Kt-B3 (9)	Q×B (15)	Kt×Kt	B×P
	B-Q2	B-K3 (10)	K-Q sq (16)	P×Kt	B×Kt
10	O-O	B-Q3 (11)	P×P	B×B	P×B
	O-O	P×P (12)	R-K sq	P×KB	O-O
11	Q-KB2 —	Kt×P	B-K2 +	B-Q4 —	O-O
	Kt-Kt3 —	Q-R5		Q-Kt3 — (18)	R-Q sq +
12		O-O +			

NOTES TO TABLE 23.

(1) 5 ..., Q-K2; 6 Kt×Kt, QP×Kt; 7 B×B, Q×B; 8 B-Q3, &c.; otherwise 5 ..., Kt×Kt; 6 B×Kt, B×B; 7 Q×B transposes into Col. 23, Note 6.

(2) These six moves are considered to be the strongest for both attack and defence in this form of the opening.

(3) Threatening Kt-Kt5. First played by L. Paulsen at the Wiesbaden Congress of 1880, and introduced into England by Mr. Blackburne.

(4) If 7 ..., Kt-K4; 8 B-K2.

(5) If 8 B-K2, Black can reply advantageously with P-Q3 or O-O, but not with P-Q4. (Hooke *v.* Wayte, *B. C. M.*, 1886, p. 235.)

(6) 8 ..., P-Q4; 9 P-K5, Q-R3; 10 B-Q3, B×Kt; 11 P×B, B-B4; 12 O-O, O-O. (Schottländer *v.* Schallopp.)

(7) He may also play, as suggested by Mr. Blake, 9 Q-KB2, followed by 10 Kt-B2.

(8) 7 ..., Kt×Kt; 8 P×Kt, B-Kt3; 9 Kt-B3, P-KR3; 10 B-QB4, P-Q3; 11 O-O, Kt-B3; 12 Kt-Q5, Q-Kt3; 13 KR-K sq, O-O. (Blackburne *v.* Gunsberg.)

(9) 9 P-K5, Q-Kt3; 10 Kt-B3, B-B4; 11 B-K2, Q×P; 12 O-O-O, &c. (*M. C. I.*)

(10) If 9 ..., Q-Kt3, White should reply 10 P-B3 or Kt-Kt5, and not P×P, on account of Kt-Kt5; nor 10 Kt×P, on account of Kt×Kt; 11 P×Kt, Kt-K2. Blake *v.* Locock played 10 B-QKt5!, Q×KtP; 11 O-O-O. If 9 ..., P×P; 10 P-Q5, followed by Kt-Kt5.

(11) Or 10 P-K5, Q-Kt3; 11 Kt-K2 (Blake), Kt-B4; (if) 12 Kt-B4, Q-R3; 13 Kt×B, Q×Kt=.

(12) Or 10 ..., Q-R5; 11 O-O, P-B3. (Blake.)

(13) Or 7 ..., P-Q3; 8 Kt-Kt5, B×B; 9 Q×B, K-Q sq; 10 Kt-Q2 (or B-K2), P-QR3; 11 KKt-R3, R-K sq, &c.—a promising variation. (W. T. Pierce.) The *Handbuch* gives 7 ..., O-O!; 8 P-KB4, &c.

(14) 8 P×P, Kt×P; 9 Kt-Kt5, B×B; 10 P×B, B-K3; 11 P-B4, KKt-Kt5; 12 Kt×P ch, K-K2; 13 Kt×R, R-Q sq; 14 Q-B3, Q-R5 ch; 15 P-Kt3, Q-K5; 16 R-Kt sq, Kt-B7 ch; 17 K-B2, Kt-K4; 18 R-Kt2, R-Q8; 19 K-Kt sq, B-R6!. (X. v. Zukertort, *C. M.*, vol. v. p. 51.)

(15) 9 P×B, O-O; 10 Kt×BP, P×P; 11 Kt×R, R-Q sq; 12 Q-B sq (or 12 Q-QB2, Kt-Q4), Kt-B4; 13 P-KKt3, Q-Kt4; 14 K-B2, Kt-K4; 15 B-K2, R-Q6+. (*M. C. I.*)

(16) If 9 .., Q-K4, then 10 Kt-Q2. If 9 ..., O-O, then 10 Kt×BP, R-Kt sq; 11 Kt×P, Kt×Kt; 12 P×Kt, B-B4; 13 B-K2, KR-K sq; 14 Q-Q2, Q-Kt3; 15 O-O, B-K5; 16 P-B3, B×QP (Pierce); 17 B-Q3, &c. Or 12 ..., Kt-Kt5; 13 P×Kt, (*a*) Q×KtP; 14 Q-QB3, R-K sq ch; 15 K-Q sq, Q×BP. (Von Bardeleben and Von Gottschall.)

(*a*) 13 Q-Q2, B-Kt5 (Fraser); 14 B-B4, KR-K sq ch; 15 K-B sq, P-QKt4; 16 P×Kt, P×B; 17 Kt-B3, R×P; 18 P-Q6, R-Q sq; 19 R-K sq, QR-Kt sq, &c.

(17) Herr Zukertort favours 7 ..., Kt×Kt. If 7 ..., Q-Kt3!; 8 O-O; and Black cannot safely take the KP. Glasgow *v.* Hull continued 8 ..., P-Q3; 9 Q-K2, O-O; 10 Kt-Q2, B×Kt; 11 B×B, Kt×B; 12 P×Kt, P-Q4; 13 P-B3=.

(18) See *B. C. M.*, 1892, pp. 334–340, for analysis by Mr. Pierce.

(19) If 7 Kt-B2 (Dr. Meitner), B×B; 8 Kt×B, P-Q3; 9 Kt-QR3, P-QR3; 10 B-K2, Q-Kt3; 11 P-B3, P-B4; 12 P×P, Kt×P. (Tschigorin *v.* Gunsberg.)

TABLE 24.—THE SCOTCH GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, P×P; **4** Kt×P, B-B4.

	21	22	23	24	25
5	B-K3				Kt-B5?
	Q-B3		B×Kt		P-Q4! (7)
6	P-QB3		B×B		Kt×P ch
	KKt-K2		Kt-B3 (6)		K-B sq
7	P-KB4	B-QB4	B×Kt	Kt-B3	Kt-R5 (8)
	P-Q4 (1)	Kt-K4 (5)	Q×B	O-O	Q-R5
8	P-K5	B-K2!	Kt-B3	B-K3	Kt-Kt3
	Q-R3 (2)	Q-Kt3?	O-O	R-K sq	Kt-B3
9	Q-Q2	O-O —	B-Q3	B-Q3 —	B-K2
	B×Kt (3)	P-Q4 —	P-Q3	P-Q3 —	B-KKt5 (9)
10	P×B —		O-O		B-K3 (10)
	B-B4 (4) —		B-Q2		KB×B
11			P-B4+		P×B
					Kt or P×P +

(1) Stronger than 7 ..., P-Q3. Wormald recommends 7 ..., Q-Kt3; (if) 8 Q-B3, Kt×Kt; 9 P×Kt (B×Kt!), B-Kt5 ch; 10 Kt-B3, P-Q4; 11 P-K5, Q-B7+. (*M. C. I.*)

(2) The Queen may check at R5, but must not go to Kt3 on account of 9 P-B5.

(3) Or 9 ...,O-O; (if) 10 Kt-Kt5, B-Q2; 11 Kt×BP, R-QB sq. (Blake.)

(4) If 10 ..., Kt-B4; 11 B-B2!.

(5) If 7..., Q-Kt3; 8 Kt×Kt, Q×Kt; 9 B×P ch, K×B; 10 Q-R5 ch, P-KKt3; 11 Q×B, Q×P; 12 O-O+ (C. E. R.). Or 12 Kt-Q2 (W. W.), if Q×P; 13 O-O-O.

(6) If 6 ..., Kt×B; 7 Q×Kt, Q-B3; 8 P-K5, Q-KKt3; 9 Kt-R3, Kt-K2; 10 O-O-O, Kt-B3; 11 Q-K3, O-O; 12 P-KB4+.

(7) Or 5 ..., Q-B3; 6 Kt-B3, KKt-K2; 7 Kt-K3, P-Q3; 8 B-K2, O-O; 9 O-O, B-K3; 10 K-R sq, QR-Q sq, &c. Or 5 ..., P-KKt3 (C. E. R.); if 6 Kt-K3, B-Q5; 7 B-Kt5, B-Kt2, &c.

(8) If 7 P×P, Q-R5, &c. If 7 Q×P, Q×Q; 8 P×Q, Kt-Q5.

(9) The *Handbuch* gives 9 ..., Kt×P!; 10 O-O, B-K3; 11 Kt×Kt, P×Kt; 12 B-K3, B×B; 13 P×B, R-KKt sq. Steinitz continues with 9 ..., Kt-K4; 10 P-KR3, R-KKt sq; threatening R×Kt.

(10) Schmid *v.* Wayte played 10 Kt-Q2, to which the best reply is P×P.

Table 25.—THE SCOTCH GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, P×P; **4** Kt×P.

	26	27	28	29	30
4	B-B4				B-K2 (5)
5	Kt×Kt			Kt-Kt3	P-KB4 (6)
	Q-B3			B-Kt3 (3)	P-Q3
6	Q-B3 (1)	P-KB4		Kt-B3 (4)	P-B3
	Q×Q	Q×Kt	KtP×Kt	Kt-B3	B-B3
7	P×Q	B-Q3	Q-B3	B-KB4	B-K3
	KtP×Kt	Kt-B3	R-Kt sq	P-Q3	KKt-K2
8	B-KB4 (2)	Q-K2	Kt-B3	Q-Q2 —	B-Q3
	P-Q3	O-O	Kt-R3!	—	Kt-Kt3
9	B-B4	Kt-B3 —	Kt-Q sq		Kt-Q2
	B-K3	P-QR3 —	P-Q3		B-Q2
10	Kt-Q2 —		P-KR3 —		QKt-B3
	—		—		Q-K2
11					O-O+
					O-O-O (7)

(1) Or 6 Q-Q2, if White does not want to exchange Queens.

(2) Or 8 Kt-B3, Kt-K2; 9 B-K3, B-Kt3=. (Paulsen *v.* Max Lange.)

(3) 5 ..., B-K2 is recommended by some experts.

(4) 6 P-QB4, P-Q3; 7 Kt-B3, Kt-B3?; 8 B-K2, Kt-K4; 9 P-B4, QKt-Kt5; 10 P-QB5!, P×P; 11 Q×Q ch, K×Q; 12 P-K5, Kt-Kt sq; 13 P-KR3, QKt-R3; 14 B-K3. (Schallopp *v.* Gunsberg.)

(5) Introduced by M. Benima in the Vizayanagaram Tourney. It is fairly safe, but gives Black a cramped game.

(6) 6 B-QB4, B-K3, or P-QB3 may be played here.

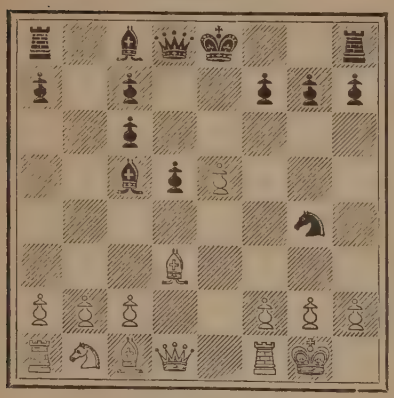
(7) From a consultation game. (Walton and Aspa *v.* Ranken and Locock.)

Table 26.—THE SCOTCH GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, P×P; **4** Kt×P, Kt-B3!.

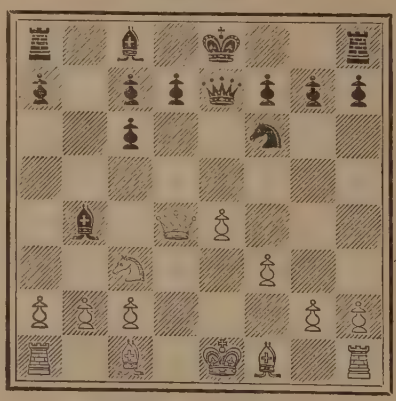
	31	32	33	34	35
5	Kt×Kt (1) KtP×Kt				Kt-QB3 B-Kt5
6	B-Q3 P-Q4			P-K5 (11) Q-K2 (12)	Kt×Kt (15) KtP×Kt
7	Q-K2 (2) B-K2 (3)	P-K5 Kt-Kt5 (6)		Q-K2 Kt-Q4	Q-Q4 (16) Q-K2
8	O-O (4) O-O	O-O (7) B-QB4 (dia.)		P-QB4 (13) B-R3	P-B3 (dia.) P-KR3 (17)
9	B-KB4 R-Kt sq	B-KB4 Kt×BP (8)	P-KR3 Kt×KP (9)	P-QKt3 (14) O-O-O	Q-B4 (18) + (19)
10	Kt-Q2 R-K sq	R×Kt B×R ch	R-K sq Q-B3!	B-Kt2 Q-Kt4+	
11	P-K5 — B-B sq (5)—	K×B Q-R5 ch	Q-K2 O-O (10)		

(Col. 32.)



After Black's 8th move.

(Col. 35.)



After White's 8th move.

NOTES TO TABLE 26.

(1) 5 B-QB4 or B-KKt5 can be adopted here, but not so advantageously.

(2) 7 P×P also equalises at least.

(3) 7 ..., P×P; 8 B×P, Kt×B leads to an even game.

(4) Or 8 P-K5.

(5) From a consultation game, Blackburne and Zukertort *v.* Potter and Steinitz.

(6) If 7 ..., Kt-Q2; 8 O-O, B-B4; 9 B-KB4 (or K-R sq (C. E. R.)), Kt-B sq; 10 Kt-Q2, Kt-K3; 11 B-Kt3, O-O; 12 K-R sq+.

(7) 8 B-KB4, P-Kt4; 9 B-Kt3, B-Kt2, &c.

(8) Steinitz gives 9 ..., P-KKt4; 10 B-Kt3, P-KR4; 11 P-KR3, P-R5; 12 B-R2, Kt×B; 13 K×Kt, P-Kt5; 14 P×P, Q-Kt4, &c.

(9) Or 9 ..., P-KR4. (C. E. R.)

(10) Continued 12 Q×Kt, Q×P ch; 13 K-R sq, B×P; 14 P×B, Q-B6 ch; 15 K-R2, B-Q3, &c.; or Black might play 12 ..., B×P ch; 13 K-B sq, B×R dis ch, &c.

(11) Or 6 Q-Q4, P-Q4; 7 Kt-QB3, &c. If 6 B-KKt5, P-KR3; 7 B×Kt, Q×B; 8 P-QB3.

(12) 6 ..., Kt-K5; 7 Q-B3, Kt-Kt4; 8 Q-KKt3, Kt-K3; 9 B-Q3, P-B3. (*M. C. I.*)

(13) 8 P-KKt3 suggested by Mr. J. Russell, of Glasgow, seems a decided improvement.

(14) 9 P-KB4, (if) O-O-O; 10 Q-KB2. (*M. C. I.*)

(15) 6 B-KKt5, P-KR3; 7 B×Kt, Q×B; 8 Kt-Kt5, K-Q sq!; 9 Q-B3, Q×Q; 10 P×Q, P-QR3; 11 Kt-R3, B×KKt; 12 P×B, Kt-Q5+. (*M. C. I.*)

(16) 7 B-Q3, O-O; 8 O-O, P-Q4, &c.

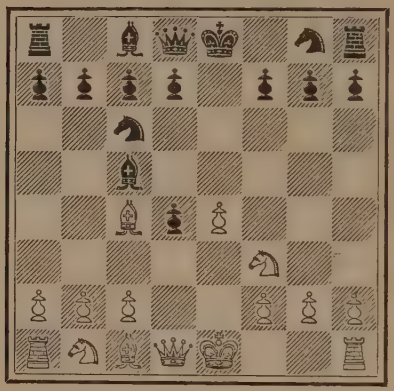
(17) Or 8 ..., P-B4; 9 Q-B2: 8 ..., P-Q4, 9 B-KKt5 is in White's favour.

(18) 9 B-Q2, P-Q4; 10 O-O-O, P-B4; 11 B ch, B-Q2; 12 B×B ch, K×B; 13 Q-B2, P-Q5, &c.

(19) 9 ..., B-Kt2; 10 P-QR3, B-R4; 11 B-K2, B-Kt3; 12 B-Q2, &c.

Table 27.—THE SCOTCH GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, P×P; **4** B-QB4, B-B4 (1).



	36	37	38	39	40
5	P-B3	O-O		Kt-Kt5 (11)	
	P-Q6 (2)	P-Q3 (4)		Kt-R3 ! (12)	
6	P-QKt4	P-B3 (5)		Kt × BP	Q-R5
	B-Kt3	B-KKt5 (6)	P × P	Kt × Kt	Q-K2 ! (17)
7	Q-Kt3 (3)	Q-Kt3	Q-Kt3	B × Kt ch	O-O
	Q-K2	B × Kt (7)	Q-B3 (10)	K × B	P-Q3 (18)
8	O-O	B × P ch	Kt × P	Q-R5 ch	P-KR3
	P-Q3	K-B sq	KKt-K2	P-KKt3	B-Q2
9	P-QR4	B × Kt (8)	Kt-Q5	Q × B (13)	P-B4
	P-QR3	R × B	Kt × Kt	P-Q4 (14)	O-O-O
10	B-KKt5	P × B	P × Kt	O-O ! (15)	B × P
	Kt-B3	P-KKt4	Kt-K2	B-K3 (16)	Kt × B
11	QKt-Q2 —	Q-Q sq	B-KKt5	P-QB3	Q × Kt !
	Kt-K4 or B-K3 —	Q-Q2	Q-Kt3	P × KP	QR-K sq +
12		P-Kt4	B-Kt5 ch +	P × P	
		B-Kt3		Q × P +	
13		B-Kt2			
		P-Q6 (9)			

NOTES TO TABLE 27.

(1) 4 ..., Kt-B3; 5 P-K5, P-Q4; 6 B-QKt5, Kt-K5; 7 Kt×P transposes into the Two Knights' Defence (Col. 15): White may play also 5 Kt-Kt5. 4 ..., Q-B3 is obsolete: White castles, and shortly obtains the advantage. If 4 ..., P-Q3; 5 Kt×P.

(2) If 5 ..., P×P; 6 B×P ch. If 5 ..., KKt-K2; 6 Kt-Kt5+. For 5 ..., Kt-B3, or P-Q3, see the "Giuoco Piano." If 5 ..., Q-K2; 6 O-O.

(3) Or 7 P-Kt5, Q-K2!; 8 O-O, Kt-K4; 9 Kt×Kt, Q×Kt; 10 Q-Kt3, Q-R4; 11 P-K5. (*Handbook.*)

(4) Or 5 ..., Kt-KB3, which transposes into Max Lange's Attack. If 5 ..., Q-B3; 6 P-B3.

(5) If 6 P-K5, P-Q4; 7 B-QKt5, B-KKt5, &c. 6 P-QKt4 is sometimes played at this point, leading to a variation of the Evans Gambit; if 6 ..., B×KtP; 7 P-B3, P×P!. (Steinitz.)

(6) Zukertort recommends 6 ..., Kt-B3.

(7) 7 ..., Kt-R4 may be played, but with less advantage.

(8) If 9 P×B, P×P (9 ..., Kt-B3+ (Bird)); 10 B×Kt (if 10 Kt×P, Kt-Q5, &c.) If 10 P×P, Kt-K4; 11 B-R5, P-KKt3. If 10 B-R5, P-KKt3), R×B; 11 Kt×P, P-KKt4, &c. +.

(9) Continued 14 Q×P, Kt-K4; 15 Q-K2, Q-R6; 16 Kt-Q2, P-Kt5; and wins. (Kolisch *v.* Anderssen.)

(10) Or 7 ..., Q-Q2; 8 Q×BP, P-B3, &c. Or 7 ..., Kt-R4!. (*Handbook.*)

(11) Or 5 P-K5, P-Q4; 6 B-QKt5! (if 6 P×P *en pas.*, Q×P; 7 O-O, KKt-K2; 8 Kt-Kt5, O-O; 9 Q-R5, Q-Kt3), P-KR3; 7 O-O (if Kt×P, Q-R5), B-KKt5; 8 QKt-Q2, KKt-K2; 9 Kt-Kt3, B-Kt3; 10 QKt×P, O-O=.

(12) If 5 ..., Kt-K4, the same continuation works out to White's advantage. After 6 Kt×BP Black may play B ch?; 7 P-B3, P×P; 8 P×P, B×P ch, &c., but he suffers in position.

(13) If 9 Q-Q5 ch, K-Kt2; 10 Q×B, R-K sq!; 11 P-KB3, P-Q4; 12 Kt-Q2, P×P; 13 Kt×P, B-B4+.

(14) The invention of M. Schoumoff. Black may also play 9 ..., P-Q3!; 10 Q-QKt5, R-K sq!; if 10 Q-R3, R-K sq; 11 Q-KB3 ch, K-Kt2+.

(15) 10 P×P, Kt-Q2, and P-K5 are inferior moves. After 10 Q×P ch, Q×Q; 11 P×Q, Kt-Kt5; 12 Kt-R3, R ch; 13 K-Q sq, Kt×QP; 14 R-K sq, and Black has no perceptible advantage. (Blake.)

(16) If 10 ..., P×P; 11 B-Kt5, Q-K sq; 12 P-KB3, P-K6; 13 P-QB3+. Black may, however, play 11 ..., Q-Q3.

(17) 6 ..., Q-B3; 7 P-B4, P-Q3; (if) 8 P-KR3, B-Q2; 9 O-O, Q-Kt3; 10 Q-B3, O-O-O; 11 P-B5, Q-B3; 12 K-R sq, Kt-K4; 13 Q-QKt3, B-B3+: Steinitz plays 8 P-B5!, (if) Kt-K4; 9 Kt×RP, R×Kt; 10 B-KKt5, Kt-B6 ch (or 10 ..., Q×B; 11 Q×Q, Kt×B (C. E. R.)); 11 P×Kt, Q-K4; 12 B×P ch, &c. If 6 ..., O-O; 7 B×P ch, K-R sq; 8 B-Kt6, Q-B3; 9 B-B5!; or 8 Kt×RP, R×B; 9 B×Kt, P×B; 10 Q×R, Q-K2!.

(18) The following continuation has been played repeatedly: 7 ..., Kt-K4; 8 B-Kt3, P-Q3; 9 P-KR3, B-Q2; 10 P-KB4, Kt-Kt3; 11 P-B5, P-Q6 dis ch; 12 K-R sq, P×P; 13 Kt-QB3, Kt-K4; 14 Kt-Q5, Q-Q sq; 15 P-B6, O-O; 16 Kt-K7 ch, K-R sq; 17 P×P ch, K×P; 18 Q×Kt ch, K×Q; 19 Kt-K6 dis ch, K-R4; 20 R-B5 ch, K-R5; 21 R-B4 ch, K-R4; 22 Kt-Kt7 ch, K-Kt4; 23 R-Kt4 dbl ch, K-B3; 24 Kt-Q5 mate.

TABLE 28.—THE SCOTCH GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** P-Q4, P×P.

	41	42	43	44	45
4	B-QB4				P-B3 (12)
	B-Kt5 ch (1)				P×P! (13)
5	P-B3				B-QB4
	P×P				Kt-B3
6	O-O			P×P (9)	Kt-Kt5 (14)
	P×P? (2)		P-B7	B-R4	Kt-K4
7	QB×P		Q×BP	O-O!	B-Kt3
	Kt-B3 (3)		P-Q3	P-Q3 (10)	P-Q4
8	Kt-Kt5		P-QR3	P-K5	KP×P
	O-O		B-QB4	KKt-K2 (11)	B-QKt5
9	P-K5		P-QKt4	Q-R4	O-O
	P-Q4	Kt×P!	B-Kt3 (6)	O-O	O-O
10	P×Kt	B×Kt	Q-Kt3	R-Q sq+	QKt×P
	P×B	P-Q4	Q-B3 (7)		P-KR3
11	Q-R5	B-Q3 (4)	B-Kt2		KKt-K4
	P-KR3	Kt-Kt5	Q-Kt3 (8)		Kt×Kt
12	P×P+	Kt-KB3	P-QR4 —		Kt×Kt
		Kt×B (5)	P-QR3 —		Q-R5 (15)

(1) Considered inferior to 4 B-B4.

(2) If 6 ..., Q-B3; 7 P-K5 (or P×P), P×P; 8 P×Q, P×R(Q); 9 Q-K2 ch, B-K2; 10 B-Kt2, &c. (*Handbuch.*) If ..., 7 P-Q3; 8 B-KKt5.

(3) 7 ..., B-B sq, P-B3, and K-B sq are also unfavourable for Black.

(4) Or 11 B-K2!. (Steinitz.)

(5) 13 Kt×Kt, Q-B3; 14 P-B4, B-B4 ch (or 14 ..., P-B4; (Steinitz)); 15 K-R sq, P-KKt3; 16 B-K2=.

(6) If 9 ..., Kt-Q5; 10 B×P ch, K-B sq!; 11 Q-Q3!+.

(7) Or 10 ..., Q-K2; 11 Kt-B3, Kt-B3; 12 B-KKt5. (*M. C. I.*)

(8) Steinitz continues 11..., Kt-K4 (if 11 ..., Q-Kt3; 12 Kt-R4+); 12 K-R sq to follow with Kt×Kt and P-B4.

(9) Introduced by Mr. Cochrane.

(10) If 7 ..., Kt-B3; 8 P-K5, P-Q4; 9 P×P, *en pas.*, &c. If 7 ..., KKt-K2; 8 Kt-Kt5. If 7 ..., B-Kt3; 8 P-K5, KKt-K2; 9 B-R3+.

(11) If 8 ..., P×P; 9 B×BP ch, K×B; 10 Kt×P ch+.

(12) The Göring Gambit; leading into the Danish Gambit if Black plays 5 ..., P×KtP.

(13) 4 ..., P-Q4; 5 KP×BP, Q×P; 6 P×P, (if) B-KKt5; 7 B-K2 and Kt-B3.

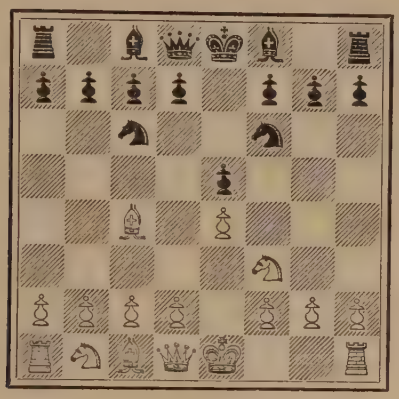
(14) So played Metger *v.* Zukertort. Another variation is 6 O-O!, B-K2; 7 P-K5, Kt-KKt5; 8 Q-Q5, O-O; 9 Kt×P, P-Q3. (Schwede *v.* Wayte.) Steinitz suggests 6 Kt×P, (if) B-Kt5; 7 O-O, B×Kt; 8 P×B, P-Q3; 9 P-K5, P×P; 10 Q-R4, O-O; 11 B-R3, R-K sq; 12 QR-Q sq, B-Q2; 13 Kt-Kt5+.

(15) After 13 Q-Q4, B-Q3, Mr. Wayte suggests 14 P-B4+.

SECTION IX

THE TWO KNIGHTS' DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, Kt-B3.



The Two Knights' Defence has three forms. In the position given on the above diagram, by continuing with 4 P-Q4, or O-O (Cols. 11–19), the first player turns the opening into a variation which may be brought about in the Giuoco Piano by a transposition of moves. The second form arises out of 4 Kt-Kt5, P-Q4; 5 P × P, Kt × P (Cols. 8–10). White by thus sacrificing his Knight obtains a very powerful attack, the defence to which is difficult and the issue doubtful. The Black King is brought into the centre of the board and so environed with dangers that it requires great care to extricate him. This is the "Fegatello" (fried liver) of the early Italian writers Polerio and Gianuzio. If, however, instead of 5 ..., Kt × P the second player moves 5..., Kt-QR4 (Cols. 1–7) he converts the opening into what is unquestionably the strongest Counter Gambit in the King's Knight's Game. The Black Bishops and Queen are brought at once into active play, and the first player, being put upon the defensive before he has completed his development, has for some time an uncomfortable game. The labours of analysts and expert players in endeavouring to decide between the respective merits of the attack and defence have resulted in the variations being carried into the mid-game; but advantages and disadvantages are so evenly balanced that the question as to which side has the superiority is not yet definitely determined. In modern practice the second player will usually avoid the move 5..., Kt × P, which might gain him a Knight for a Pawn, and select 5..., Kt-QR4, which gives up a Pawn for a counter attack.

TABLE 29.—THE TWO KNIGHTS' DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, Kt-B3; **4** Kt-Kt5, P-Q4; **5** P×P, Kt-QR4; **6** B-Kt5 ch, P-B3; **7** P×P, P×P; **8** B-K2 (1), P-KR3; **9** Kt-KB3 (2), P-K5 (3).

	1	2	3	4	5
10	Kt-K5				
	Q-B2 ! (4)	Q-Q5			
11	P-KB4 (5)	Kt-Kt4	P-KB4 !		
	B-Q3 !	B × Kt	B-QB4		
12	P-Q4	B × B (dia.)	R-B sq (dia.)		
	O-O	P-K6 (7)	Q-Q3	Q-Q sq (13)	O-O
13	P-B3 ! (6)	B-B3 (8)	P-B3 (10)	P-B3	P-B3
	P-B4	P × BP ch	Kt-Kt2	Kt-Q4	Q-Q sq
14	Kt-R3	K-B sq	P-QKt4 (11)	Q-R4	P-QKt4
	P-R3	O-O-O	B-Kt3	O-O	Kt-Q4
15	Kt-B2 +	P-B3	Kt-R3 (12)	Q × KP	P-KKt3 (15)
		Q-Q6 ch	O-O	P-B3	
16		B-K2 !	QKt-B4	B-Q3 (14)	
		Q-B4	Q-B2		
17		P-QKt4 (9)			

(1) If 8 B-R4, P-KR3; 9 Kt-KB3, P-K5; 10 Q-K2 (if Kt-K5, Q-Q5), B-K3; 11 Kt-K5, Q-Q5; 12 B×P ch, Kt×B; 13 Kt×Kt (if Q-Kt5, B-QB4+), Q-B4+. If 8 B-Q3 (Gunsberg *v.* Tschigorin), Kt-Q4; 9 Kt-B3 or P-KR4, Kt-KB5. (C. E. R.)

(2) 9 Kt-KR3, B-QB4 (or 9 ..., B-Q3 (Steinitz)); 10 P-Q3, O-O (or 10 ..., P-KKt4!); 11 Kt-B3, Kt-Q4; 12 Kt-R4, B-Q3; 13 Kt-Kt sq, P-KB4 (Steinitz *v.* Tschigorin); if 9 ..., B×Kt; 10 P×B, Q-Q4; 11 B-B3, P-K5; 12 Kt-B3, Q-K4; 13 B-Kt2+.

(3) 9 ..., B-Q3; 10 P-Q4, P-K5; 11 KKt-Q2, Q-B2; 12 QKt-B3 (or Kt-KB sq), P-K6 (if 12 ..., B-KB4; 13 Kt-B sq, thence to Kt3); 13 Kt-B3, P×P ch; 14 K×P, Kt-Kt5, ch; 15 K-Kt sq. (*M. C. I.*) Mr. Monck suggests 10 P-Q3.

(4) If 10 ..., B-Q3; 11 P-KB4, Q-B2, &c.; if 11 ..., P-Kt4; 12 P-Q4, P×BP; 13 B×P, Kt-Q4; 14 O-O, Kt×B; 15 R×Kt, B×Kt; 16 R×KP. (*C. M.*)

(5) If 11 P-Q4, B-Q3; 12 P-KB4 (Mr. Ranken suggests 12 B-KB4), P×P *en pas.*; 13 Kt×P (KB3), B-KKt5; or 13 ..., Kt-Kt5.

(6) If 13 O-O, P-B4; 14 P-B3, R-Kt sq (or R-Q sq; 15 B-K3, Kt-Q4); 15 P-QKt3, Kt-B3; 16 Kt×Kt, Q×Kt.

(7) Or 12 ..., B-B4; 13 O-O, P-K6; 14 B-B3, P×P ch, 15 K-R sq, &c. (Fraser.) If 12 ..., Kt-B5; 13 P-B3, providing an outlet for the Queen; if 13 O-O, Kt-K4!=.

(8) Or 13 B-K2!. (Bird.)

(9) If now 17 ..., Kt-Q4?; 18 P-Q4!, threatening B-Kt4. (Bowley.)

(10) Stopping 13 ..., Kt-Q4, as played in Col. 4.

(11) Or 14 Q-R4, Kt-Q sq, &c. (Hirschfeld *v.* Kolisch.)

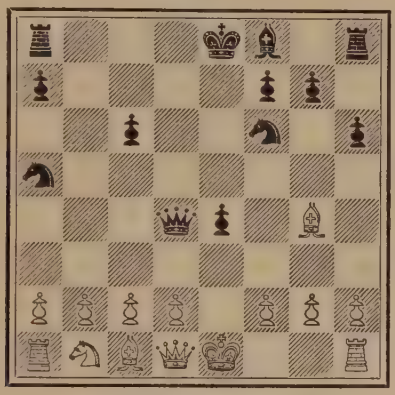
(12) 15 P-QR4!, P-QR4; 16 P-Kt5, (if) P×P; 17 B×P ch; if 16 ..., P-B4; 17 Kt-R3, &c. (*M. C. I.*)

(13) Played by Mr. Starbuck of Cincinnati. (*A. S.*) Or 12 ..., B-Q3; 13 P-B3, Q-Kt3; 14 Q-R4, B-Q2; 15 Kt×B, K×Kt.

(14) If 16 ..., P×Kt; 17 Q-R7 ch, K-B2; 18 P×P dis ch, K-K3; 19 Q-Kt6 ch, K-Q2; 20 P-QKt4+. (H. E. Atkins.)

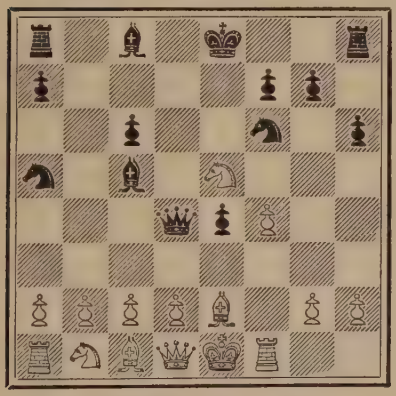
(15) Given with 15 Q-B2 (*A. S.*) as White's best resource; if 15 Q-B2, Q-R5 ch; 16 P-Kt3, Q×RP; 17 Q×KP, B-R6; 18 P×B, B×R; 19 K×B, Q×P; 20 Q-B3+.

(Col. 2.)



After White's 12th move.

(Col. 3.)



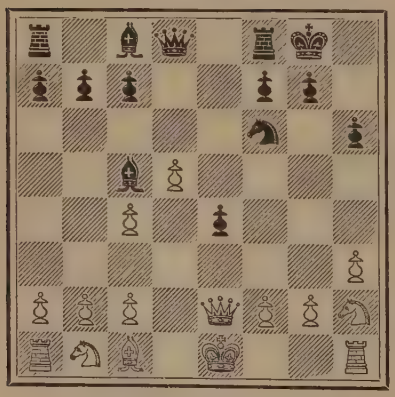
After White's 12th move.

TABLE 30.—THE TWO KNIGHTS' DEFENCE

1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, Kt-B3.

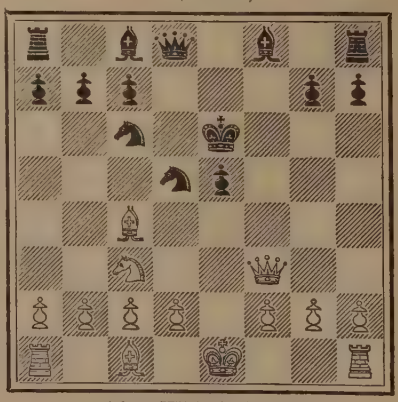
	6	7	8	9	10
4	Kt-Kt5				Kt × P
	P-Q4				B × P ch (17)
5	P × P				K-K2
	Kt-QR4		Kt × P		P-Q4 (18)
6	B-Kt5 ch	P-Q3	Kt × BP (10)		P-KR3 (19)
	P-B3 (1)	P-KR3 ! (4)	K × Kt		Kt × Kt
7	P × P	Kt-B3	Q-B3 ch		K × B
	P × P	P-K5 (5)	K-K3		P-Q5
8	Q-B3	Q-K2	Kt-B3 (dia.)		Kt-K2
	Q-B2 (2)	Kt × B	QKt-K2	Kt-Kt5	Q-R5 ch (20)
9	B-R4 (3)	P × Kt	P-Q4 !	Q-K4 ! (14)	P-KKt3
	B-Q3	B-QB4 (6)	P-B3	P-QKt4	Q × KP
10	P-Q3	P-KR3	B-KKt5	B-Kt3	B-Kt2
	O-O	O-O	P-KR3	P-B4 (15)	B-B4 ch
11	O-O	Kt-R2 (dia.)	B × QKt (11)	P-Q3	K-Kt sq
	P-KR3	P-QKt4 (7)	B × B	B-Kt2	QKt-B3 +
12	Kt-K4 —	Kt-QB3 (8)	O-O-O (12)	P-B4	
	Kt × Kt —	P × P	R-B sq	P-B5	
13		Q × BP	Q-K4	QP × P	
		Q-Q3	B-Kt4 ch	Kt × Kt	
14		O-O !	K-Kt sq	P × KtP ch (16)	
		B-R3	R-B5 (13)	Kt(B6)-Q4	
15		Kt-Kt5 (9)		P-QR3	
				Kt × P ch +	

(Col. 7.)



After White's 11th move.

(Col. 8.)



After White's 8th move.

NOTES TO TABLE 30.

(1) 6 ..., B-Q2?; 7 Q-K2, B-Q3; 8 Kt-QB3 (or 8 B×B ch, Q×B; 9 P-QB4 (*Handbuch*)), O-O; 9 B×B, Q×B; 10 P-QR3, P-QB4; 11 P-Q3+.

(2) 8 ..., P×B; 9 Q×R, Kt-Kt2; 10 Q×P, B-QB4; 11 Q-R6, O-O; 12 Q×P, P-KR3, &c. (Mortimer *v.* St. Bon); or 9 ..., B-QB4; 10 Q-B3, B-Kt2; 11 Q-Kt3, O-O. (*Handbuch.*) See *B. C. M.*, January 1899.

(3) 9 Kt-QB3, B-KKt5; 10 Kt-Q5, Kt×Kt; 11 Q×Kt, R-Q sq. (*M. C. I.*)

(4) If 6 ..., Kt×P; 7 Q-B3, B-K3; 8 Kt×B, P×Kt; 9 Q-R5 ch+.

(5) Boden against Morphy played 7 ..., Kt×B; 8 P×Kt, B-Q3.

(6) Or 9 ..., B-K2; 10 Kt-Q4, P-B3=. (Gossip.) White may, however, play 10 KKt-Q2!, (if) B-KB4; 11 P-KB3, &c.

(7) Steinitz prefers 11 ..., P-K6; 12 B×P, B×B; 13 P×B, Kt-K5; 14 Kt-B sq, Q-R5 ch; 15 P-KKt3, Q-B3; 16 P-B3, B-B4+.

(8) If 12 P-QKt3, P×P; 13 P×P, B-R3, &c.

(9) Black can recover the Pawn by either 15 ..., B×Kt or 15 ..., Q×P. (*B. C. M.*, vol. iv. p. 164.) The moves to this point occur in a game between Bird and Tschigorin.

(10) 6 Q-R5, P-KKt3; 7 Q-B3, Q×Kt; 8 B×Kt, Kt-Q sq; 9 Kt-B3, Q-K2=. (*M. C. I.*)

(11) Or 11 B-R4 (Wayte), P-KKt4; 12 B-Kt3, B-Kt2.

(12) Or 12 O-O, or Q-K4 at once. (Fraser.)

(13) 15 Q×P ch, K-B2; 16 Kt×Kt, P×Kt; 17 B×P ch, K-B sq; 18 B-Kt3!, R-B4!; 19 Q-K4, Q-B2; 20 QR-K sq, B-K2; 21 P-Kt4, R×P; 22 Q-R7, K-K sq, &c.

(14) 9 P-Q4, Kt×BP ch; 10 K-Q sq, Kt×P; 11 B×Kt ch, K-Q3; 12 Q-B7, K-B4; 13 B-Kt5, Q-Q2; 14 Q×Q, B×Q; 15 B×P, R-QKt sq; 16 Kt-K4 ch, K-Kt3; 17 B-Q5, &c. (W. T. Pierce.) If 9 B-Kt3, P-B3, &c.

(15) The *Handbuch* gives 10 ..., B-Kt2; 11 P-Q4, Q-Q3; 12 P-QR3, Kt-R3; 13 B-KB4+. The reply to 10 Kt×P would be 10 ..., P-B3; 11 Kt-B3, B-R3!. (*M. C. I.*)

(16) 14 Q×P ch, K-Q2; 15 Q×Kt, Q-R5 ch, &c.

(17) If 5 Kt×BP, Q-R5; 6 O-O (if 6 P-KKt3, Kt×KtP), B-B4; 7 Kt×R? (P-Q4!), Kt×BP; 8 B-B7 ch, K-K2; 9 R×Kt, Q×R ch; 10 K-R sq, P-Q3; 11 P-KR3, B-B4+.

(18) 6 P-Q3, Kt-B3; 7 B-Kt3, P-Q4; 8 O-O, P-KR3; 9 Kt-B3, B-Kt5; 10 R-K sq, Q-Q3; 11 Kt-B3, P-R3; 12 B-KB4+; if 8 P-KB4?, B-Kt5; 9 Q-Q2, K-Q2; 10 Kt-B7 (Gossip suggests 10 O-O!), Q-K sq; 11 Kt×R, P×P dis ch; 12 K-B sq, Kt-Q5; 13 Kt-B3, B-QB4+. If 6 Kt×Kt, K×B; 7 QKt-B3, P-KKt3!. (Gossip.)

(19) If 6 ..., Kt-Q3; 7 Kt-K6!. If 6 ..., P×P; 7 Q-K2. If 6 ..., Kt-B3 or P-Q4; 7 P×P. If 6 ..., P-Q3 or Kt×QP; 7 B-Q5.

(20) Or 9 P-Q6! here, or on the twelfth move. (C. E. R.)

Table 31.—THE TWO KNIGHTS' DEFENCE

1 P-K 4, P-K 4 ; **2** Kt-K B 3, Kt-Q B 3 ; **3** B-B 4, Kt-B 3 ; **4** P-Q 4, P × P (1).

	11	12	13	14	15
5	O-O			P-K5	
	Kt × P ! (2)			P-Q4	
6	R-K sq			B-QKt5	
	P-Q4 (3)			Kt-K5	
7	B × P			O-O	Kt × P
	Q × B			B-QB4	B-Q2 !
8	Kt-B3			Kt × P	B × Kt (10)
	Q-B5	Q-Q sq	Q-KR4	B-Q2	P × B
9	Kt × Kt	R × Kt ch	Kt × Kt	B × Kt	O-O
	B-K3 (4)	B-K2	B-K2 (7)	P × B	B-K2 (11)
10	P-QKt3 (5)	Kt × P	Kt × P —	B-K3	B-B4
	Q-Q4	P-B4 !	(8) —	Q-K2	O-O
11	B-Kt5	R-B4		P-KB3 (9)—	Kt-QB3
	B-K2 ! (6)	O-O		Kt-Kt4 —	Kt × Kt
12	B × B	Kt × Kt		P-B3 —	P × Kt —
	K × B	Q × Q ch		—	P-QB4 —
13	Q-B sq +	Kt × Q —			
		P × Kt —			

(1) If 4 ..., KKt × P ; 5 P × P +. If 4 ..., QKt × P ; 5 B × P ch.

(2) 5 ..., B-B4 leads into Max Lange's Attack.

(3) 6 ..., B-K2 (Schallopp) ; 7 R × Kt, P-Q4 ; 8 R × B ch, Kt × R ; 9 B-Kt3, P-QB4 ; 10 P-B3, P × P ; 11 Kt × P, P-Q5 ; 12 Kt-K4, Q-B2 ; 13 B-R4 ch, K-B sq ; 14 B-KKt5 +. (*M. C. I.*)

(4) If 9 ..., B-K2 ; 10 B-B4.

(5) 10 B-Kt5, B-QKt5 ; 11 P-B3, P × P ; 12 P × P, B-R4 +.

(6) If 11 ..., B-QB4, or K-Q2 ; 12 P-QB4. If 11 ..., B-QKt5 ; 12 P-B3 !.

(7) Or 9 ..., B-K3. If 10 B-Kt5 (or Kt × P !), B-QKt5 ; 11 Kt × P, Q × Q ; 12 KR × Q =. (*Handbuch.*)

(8) If 10 B-KKt5, B-KKt5 ; 11 B × B, B × Kt ; 12 Kt-B6 ch, P × Kt ; 13 B × P dis ch, K-Q2 ; 14 Q × B, Q × Q ; 15 P × Q, KR-Kt sq ch +. (Atkins.)

(9) If 11 P-QB3, Q × P ; 12 R-K sq, B-Q3 ; 13 P-Kt3, Castles. (Atkins.)

(10) Or 8 Kt × Kt, P × Kt ; 9 B-Q3, B-QB4 ; 10 B × Kt, Q-KR5 ; 11 Q-K2, P × B.

(11) Or 9 ..., B-QB4. Or 9 ..., P-QB4 ; 10 Kt-KB3, B-K3 ; 11 Q-K2, P-QB3 ; 12 P-QB3, B-K2. (*M. C. I.*) Cols. 14 and 15 may occur in the Giuoco Piano.

TABLE 32.—THE TWO KNIGHTS' DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, Kt-B3.

	16	17	18	19	20
4	O-O				P-Q3 (8)
	Kt × P (1)				P-Q4 ? (9)
5	P-Q4			B-Q5 (7)	P × P
	P-Q4		QKt × P (4)	Kt-B3	Kt × P
6	Q-K2 (2)		Kt × P	B × Kt	O-O (10)
	B-KKt5		Kt-K3	QP × B	B-K2 (11)
7	P × P		Kt × BP (5)	Kt × P	R-K sq +
	QKt × P		K × Kt	B-K3	
8	Kt-B3		B × Kt ch	P-Q4 —	
	P-KB4	Kt × B	K-K sq (6)	—	
9	B × P	Kt × Kt	Q-R5 ch		
	Kt × Kt ch	P × Kt (3)	P-KKt3		
10	P × Kt	Q × Kt	Q-K5		
	B-KR6 !	B × Kt	Kt-B3		
11	Kt × Kt +	P × B	B-Kt3 dis ch		
		P × P	B-K2		
12		R-K sq ch	B-R6		
		B-K2	P-Q3		
13		Q-K4 +	Q-K2 +		

(1) Or 4 ..., B-B4!, reverting to the Giuoco Piano.

(2) Or 6 B-QKt5. (C. E. R.)

(3) Or 9 ..., B-K2!. (C. E. R.) Steinitz adds +.

(4) Or 5 ..., P × P!.

(5) Or 7 B × Kt!, BP × B; 8 Q-R5 ch, P-KKt3; 9 Kt × KtP, Kt-B3; 10 Q-R4, R-KKt sq; 11 Kt × B+. (C. E. R.)

(6) Or 8 ..., K × B!; 9 Q-Kt4 ch, K-B2; 10 Q × Kt, B-K2; or 10 ..., P-Q4, &c. (C. E. R.)

(7) Or 5 Kt-B3 may be played. (C. E. R.) If 5 R-K sq, P-Q4. This column is from a game Wisker *v.* Boden.

(8) If 4 Kt-B3, Kt × P!. See Four Knights' Game.

(9) Schallopp against Burn. Black's KP becomes weak in this variation.

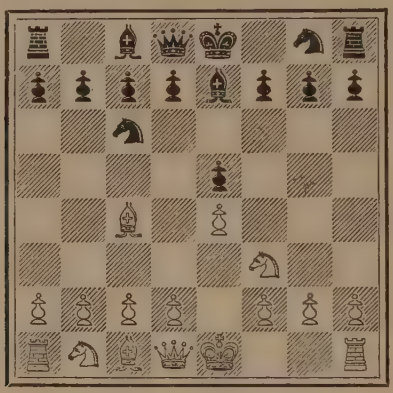
(10) Or 6 Kt-Kt5, (if) P-KR3, or B-K2; 7 Q-B3. (C. E. R.) 6 P-B3 is Black's best reply. (Atkins.)

(11) The *Handbuch* prefers 6 ..., B-KKt5.

SECTION X

THE HUNGARIAN DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-K2.



THE Hungarian Defence dates from Cozio (1766), and is considered quite sound, but it has hitherto received comparatively little attention from Chess writers. It was played in a correspondence game between Paris and Pesth, in order to avoid the Giuoco Piano. The game was won by the Hungarians. Jaenisch notices this *début* as a slow development for Black, but it is not mentioned as a regular opening by either Staunton, Wormald, Gossip, Bird, or Cook. We find it, however, so described in the "classification nouvelle et méthodique," appended to the "compte rendu du Congrès de 1867." It stops all combinations founded upon B × P ch, followed by Kt-KKt5. Mr. Potter speaks favourably of it, and notes that in playing 3 ..., B-K2 Black supports his Queen at the very moment she wants support. The allusion is to the continuation of the position on the diagram by 4 P-Q4, P-Q3; 5 P × P, P × P; 6 Q × Q, B × Q.

The position taken up by the second player is similar to that which has been found most effective for meeting the Ruy Lopez Attack, without the disadvantage of compromising the defence by an early advance of the Pawns on Queen's side. The first player has for some time no scope for combinations. Mr. Potter notes that the effect of 5 P-Q5 (Col. 2), a natural move which appears at first sight to gain time, is to deprive White of the slight advantage properly belonging to the first move. Extended analysis of the opening is not required, simplicity being its special characteristic. By the continuation 4 P-Q4, P-Q3; 5 P-B3, P-KB4 the defence is turned into a variation of Greco's Counter Gambit, treated on page 11 (Col. 15).

TABLE 33.—THE HUNGARIAN DEFENCE

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4 (1), B-K2 (2).

	1	2	3	4	5
4	P-Q4 / P-Q3 !			P×P	P-Q3 (7) / P-Q3
5	O-O (3) / Kt-KB3	P-Q5 / Kt-Kt sq	P-B3 / Kt-B3	O-O / Kt-B3	O-O / Kt-B3
6	P-Q5 ? / Kt-QKt sq	B-Q3 / Kt-KB3	Q-B2 / P×P (5)	R-K sq (6) / O-O	Kt-B3 / O-O
7	Kt-B3 / O-O (4)	O-O / B-Kt5	P×P / P-Q4	P-K5 / Kt-K sq	Kt-K2 / P-QR3
8		P-B4 / P-B3	P×P / Kt×P	Kt×P / P-Q4	Kt-Kt3 / Kt-QR4
9		Kt-B3 — / Kt-R3 —	B×Kt / Q×B	Kt×Kt / P×Kt	B-Kt3 / Kt×B
10			Kt-B3 — / —	B-Q3 — / P-Kt3 —	RP×Kt (8)

(1) Or White may play 3 B-K2, (if) B-B4; 3 Kt×P. (Walker.)

(2) Or 3 ..., P-Q3.

(3) If 5 P×P, P×P!; 6 Q×Q, B×Q; if 5 ..., Kt×P; 6 Kt×Kt, P×Kt; 7 Q-R5+.

(4) Black, according to Mr. Potter, has an excellent game. He now proposes Kt-K sq followed by P-KB4.

(5) Or 6 ..., O-O!. If 6 ..., B-Kt5; 7 B-QKt5.

(6) P-K5, Kt-K5 (if Kt-KKt5; 7 B-KB4); 7 B-Q5 (C. E. R.); if 7 R-K sq, P-Q4, &c.

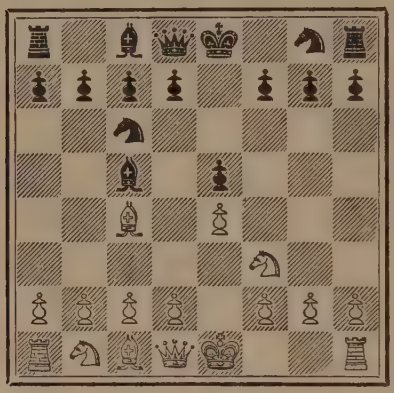
(7) 4 P-B3, P-Q3; 5 O-O, Kt-B3; 6 P-Q3, O-O; 7 B-Kt3, B-Kt5?; 8 P-KR3, B-R4; 9 P-KKt4+; if 8 ..., B×Kt; 9 Q×B, to be followed soon by P-KKt3, Q-K2, K-Kt2, and P-KB4. (Steinitz.) 4 P-QKt4 may also be played, transposing into the Evans Gambit if the Pawn be taken.

(8) Blackburne *v.* Mason.

SECTION XI

THE GIUOCO PIANO

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4.



The Giuoco Piano is a quiet and regular opening, leading naturally to a perfectly sound and strong game. The Pawns and pieces are gradually opposed to each other and changed off, the result of the game being determined by the player's treatment of slight irregularities and disarrangements incidental to the process of exchanging. Away from the main track there are numerous traps for the unwary and inexperienced player, but, as a rule, any attempt to hurry the action will recoil on the attempter. Numerous attempts of this character have been made at various times. The most interesting of these are now classified as regular openings, notably the Evans Gambit, the Two Knights' Defence, and Max Lange's Attack. The Jerome Gambit is a modern instance. The variation which arises from the continuation 4 P-B3, Kt-KB3; 5 P-Q4 is another example, although it is still classified as Giuoco Piano, while that which springs from 5 P-Q3 has been called the Giuoco Pianissimo. The latter is, however, the sound, quiet opening implied by the term "Piano." It has been adopted by Mr. Blackburne in some of his most important match games.

The opening is generally favoured by students because it enables them to make an apparently good stand for some time against stronger antagonists. The following remarks by great players will be found particularly applicable:—

1. The advance of the QP at the proper moment always appears to turn the tables on the first player of the Giuoco Piano. (Staunton.)

2. Next to the QP, the KBP is the strongest Pawn. Löwenthal notes that Morphy never missed an opportunity of advancing the KBP when supported by the Rook. The move is almost always formidable, and in this opening particularly potent.

3. To pin the KKt in this opening before the adversary has castled is worse than useless. He can push on his Pawns without fear and obtain command of the board. (Wisker.)

4. After K-R sq the capture of the pinned Knight, opening the KKt file to the Rook, must be deemed very hazardous. (Wisker supported by Steinitz.) A similar capture of the Queen's Knight, on the other side of board, for the sole purpose of giving Black a doubled Pawn, is also questionable policy. Mr. Steinitz notes that the Queen's Rook at QKt sq after the file is opened is always a considerable compensation.

In making exchanges the chief points to be considered will be found in Mr. Potter's Minor Principles, given in the Introduction. Black's play in Col. 14 will serve as an example.

Table 34.—THE GIUOCO PIANO

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-B3, Kt-B3; **5** P-Q4, P×P; **6** P×P, B-Kt5 ch.

	1	2	3	4	5
7	Kt-B3 Kt×KP				
8	P-Q5 (1) Kt×Kt	O-O Kt×Kt (4)			B×Kt
9	P×KKt B×P ch	P×Kt (5) P-Q4	B×P?		P×B P-Q4
10	B-Q2 Q-K2 ch (2)	B-QKt5 B-K2	Q-Kt3 B×R	B×P	R-K sq B-K3
11	K-B sq B×R	B×Kt ch P×B	B×P ch K-B sq	B×P ch K-B sq	Q-B2 O-O (8)
12	Q×B O-O	Kt-K5 B-Q2	B-Kt5 Kt-K2	B-Kt5 B-B3	
13	P×Kt QP×P	P-KB4 O-O+ (6)	Kt-K5 B×P	QR-K sq Kt-K2	
14	B-B3 B-K3 (3)		B-Kt6+ (7)	B-R5+	

(1) Cols. 1 and 2 are from consultation games in Vienna between Hamlisch with Alapin and Fähndrich with Neumann. (*B. C. M.*, January 1900.)

(2) If 10 ..., B×B ch; 11 Q×B, Kt-K2; 12 O-O, P-Q3; 13 Kt-Q4, O-O; 14 P-B4, &c.

(3) 15 B×B, P×B; 16 P-KR4, QR-Q sq; 17 R-R3, R-Q2; 18 R-Kt3, KR-Q1, &c.

(4) Generally rejected on account of 9 P×Kt, B×P, &c. (see next column), but in conjunction with 9 ..., P-Q4, it is quite safe.

(5) If 9 R-K sq ch, B-K2; 10 P×Kt, P-Q4, &c.

(6) Black has better winning chances.

(7) 14 ..., P-Q4; 15 Q-B3 ch, B-B4; 16 B×B, B×Kt; 17 B-K6 dis ch, B-B3; 18 B×B+. (Mortimer.)

(8) Black's game is perhaps preferable.

TABLE 35.—THE GIUOCO PIANO

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4 (1); **4** P-B3, Kt-B3; **5** P-Q4, P×P; **6** P×P, B-Kt5 ch; **7** B-Q2.

	6	7	8	9	10
7	B×B ch				Kt×KP
8	QKt×B	Kt×KP			B×B (10)
	P-Q4				Kt×B
9	P×P (2)	Kt×Kt (5)			B×P ch
	KKt×P	P-Q4			K×B
10	QKt3	B×P (6)	KKt-Kt5		Q-Kt3 ch
	QKt-K2	Q×B	O-O (9)	P×B	P-Q4
11	O-O	O-O (7)	Q-R5	Q-R5	Q×Kt! (11)
	O-O	B-Kt5 (8)	B-B4	Q-K2	R-K sq
12	KR-K sq	Kt-B3	Kt×RP	O-O-O+	O-O
	P-QB3 (3)	B×Kt+	B×QKt		P-QR4
13	Kt-K5 (4)—		Kt×R		Q-Kt3
	Q-Kt3 —		P×B+		R-R3
14					Kt-B3 —

(1) 3 ..., P-B4 transposes into Cols. 13–15, p. 11, Greco Counter. If 3 ..., Kt-Q5 (tempting 4 Kt×P, Q-Kt4); 4 Kt×Kt, as in Bird's defence to the Lopez.

(2) Or 9 B-Q3.

(3) 12 ..., Kt-B5 is inferior, on account of R-K4 and QR-K sq.

(4) Or 13 P-QR4! (Schiffers), Kt-Kt3 (Steinitz). Mr. Ranken suggests 13 Kt-K4!.

(5) 9 P-Q5, Kt×Kt; 10 Q×Kt, Kt-K2; 11 P-Q6, P×P; 12 Q×P, Kt-B4 (or O-O!); 13 Q-Q5, Kt-R3; 14 O-O-O. (Steele.)

(6) 10 B-Q3 and 10 B-Kt5 have also been analysed by Zukertort, and found wanting. Mr. Ranken continues 10 B-Q3, P×Kt; 11 B×P, Kt-K2; 12 Q-Kt3, O-O; 13 R-Q sq, &c.

(7) 11 Kt-QB3, Q-K3 ch; 12 Q-K2, Q×Q ch; 13 Kt×Q, B-Kt5; 14 Kt-K5, B×Kt; 15 Kt×Kt, &c.

(8) If 11 ..., O-O; 12 Kt-B3, Q-Q sq; 13 P-Q5+. (Zukertort.)

(9) If 10 ..., B-B4; 11 Kt×BP (Bowley), K×Kt; 12 Kt-Kt3.

(10) 8 O-O, P-Q4; 9 R-K sq, O-O; 10 B-Q3, R-K sq; 11 Kt-B3, B-KB4; 12 Kt-KKt5, B×Kt; 13 P×B, Q-B3+. (Steele *v.* Blackburne.)

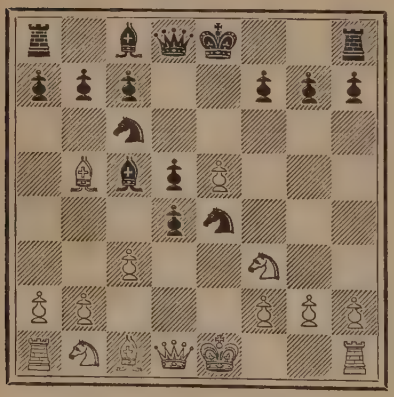
(11) 11 Kt-K5 ch, K-B3; 12 Q×Kt, P-B4; 13 Q-QR4, Q-Kt3!; if 13 ..., Q-K sq; 14 Q-Q sq+. (Albin *v.* Tarrasch.)

TABLE 36.—THE GIUOCO PIANO

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-B3.

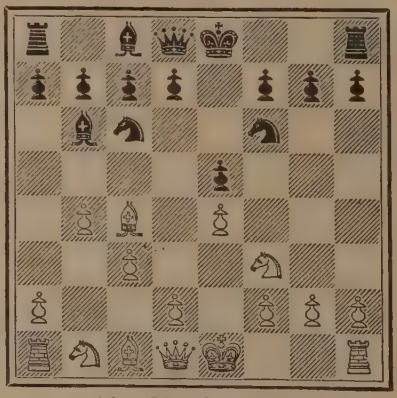
	11	12	13	14	15
4	Kt-B3 !				P-Q3 (11)
5	P-Q4			P-QKt4 (8)	P-QKt4 (12)
	P × P			B-Kt3 (dia.)	B-Kt3
6	P-K5 (1)			P-Q3 (9)	Q-Kt3
	P-Q4 (2)			P-Q3	Q-K2
7	B-QKt5 ! (3)			P-QR4 (13)	P-QR4 (13)
	Kt-K5 (dia.)			P-QR4	P-QR4
8	P × P (4)		B × Kt ch	P-Kt5	P-Kt5
	B-Kt3	B-QKt5 ch	P × B	Kt-K2	Kt-Q sq
9	O-O	B-Q2	P × P	B-K3	P-Q3
	O-O	B × B ch (6)	B-Kt3	B × B !	Kt-KB3
10	Kt-B3	QKt × B	Kt-B3	P × B	QKt-Q2
	B-Kt5	O-O	P-KB4 (7)	P-B3	Kt-K3
11	B-K3	O-O	P × P *en pas.*	O-O	Kt-B sq
	P-B4	P-B4	Q × P	O-O	Kt-B4
12	P × P *en pas.*	R-B sq	Kt × Kt ?	Kt-R3	Q-B2
	Kt × Kt (5)	B-Q2	P × Kt	Kt-Kt3	B-K3
13	P × Kt	Kt-Kt3	Kt-K5	B-Kt3 —	Kt-K3 —
	Q × P	B-K sq	O-O	P-Q4 (10) —	O-O —
14	B-K2	Kt-B5	B-K3		
	B × Kt	Q-B sq	P-B4		
15	B × B	Q-Kt3	O-O		
	Kt-K2	Kt-K2	P × P		
16	Q-Kt3 —	B-Q3 —	B × P		
	QR-Q sq —	—	R-Q sq +		

(Col. 6.)



After Black's 7th move.

(Col. 9.)



After Black's 5th move.

NOTES TO TABLE 36.

(1) 6 B-KKt5, P-KR3; 7 B×Kt, Q×B; 8 P-K5, Q-B4! (if Kt×P, Q-K2); 9 O-O, P×P; 10 Kt×P, O-O, &c.

(2) 6 ..., Kt-K5; 7 B-Q5? (*a*), Kt×KBP; 8 K×Kt, P×P dis ch; 9 K-Kt3, P×P; 10 QB×P, Kt-K2; 11 Kt-Kt5, Kt×B; 12 Kt×BP, O-O; 13 Kt×Q; B-B7 ch; 14 K-R3, P-Q3 dis ch; 15 P-K6, Kt-B5 ch; 16 K-Kt4, Kt×KP; 17 P-Kt3, Kt×Kt dis ch; 18 K-R4, R-B5 ch; 19 K-Kt5, Kt-K3 ch; 20 K-R5; P-Kt3 ch; 21 K-R6, R-R5 ch; 22 P×R, B-K6 mate. (Hoffman *v.* Petroff.)

(*a*) 7 P×P!; if 7 Q-K2, P-Q4; 8 P×P *en pas.*, O-O+.

(3) 7 P×Kt, P×B; 8 P×KtP, R-KKt sq; 9 B-Kt5, P-B3 (or Q-Q3! (C. E. R.)); 10 Q-K2 ch, Q-K2; 11 B×P, Q×Q ch; 12 K×Q, P-Q6 ch+. (Gunsberg.)

(4) 8 Kt×P, O-O; 9 B×Kt, P×B; 10 O-O, B-R3; 11 R-K sq, P-B3; 12 P-K6. (G. v. Steinitz.)

(5) Or 12 ..., Kt×P (B3); 13 B-K2, &c. If in this column Black play 10 ..., P-B3, as in our first edition, White may reply 11 Q-R4. (C. E. R.)

(6) Or 9 ..., Q-K2, or Kt×B may be played.

(7) 10 ..., O-O; 11 O-O (P-KR3 (C. E. R.)), B-Kt5; 12 B-K3, Kt×Kt; 13 P×Kt, P-KB3; 14 P-QR4, P×P; 15 P-R5, P-K5+. (Gunsberg.)

(8) If 5 Kt-Kt5, O-O; 6 P-Q3, P-KR3 (P-Q3!); 7 P-KR4, P-Q3; (if) 8 Q-B3, Q-K2+; if 6 P-B4, P-Q4!.

(9) 6 Q-Kt3, O-O; 7 P-Q3 (*b*), P-Q3; 8 P-QR4, P-QR3; 9 P-R5, B-R2; 10 B-KKt5, Q-K2; 11 O-O, Kt-Q sq; 12 QKt-Q2, Kt-K3; 13 B-R4, Kt-B5. (Bird *v.* Rosenthal.) If 6 P-Kt5, Kt-QR4; 7 Kt×P, O-O; 8 Q-R4, P-Q3; 9 Kt-B3, Kt×B; 10 Q×Kt, Kt×P.

(*b*) A game (Rowe *v.* Ward) runs: 7 Kt-Kt5, B×P ch; 8 K-B sq?, B-Kt3; 9 Kt×BP, Kt×KP; 10 K-K2, Q-R5; 11 R-B sq, Kt-B7; 12 Kt×P dis ch, K-R sq; 13 P-Q4, B×P; 14 Kt-Q2, B×P; 15 Q×B, Kt-Q5 ch; 16 K-K sq, Kt-Q6 dbl ch; 17 K-Q sq, Q-K8 ch; 18 R×Q, Kt-B7 mate.

(10) Bird *v.* Zukertort.

(11) 4 ..., Q-K2; 5 P-Q4, B-Kt3; 6 O-O, P-Q3, &c. If 4 ..., P-B4; 5 P-Q4, P×QP; 6 Kt-Kt5, P-Q4; 7 B×P, P×KP; 8 B×KKt, R×B; 9 Q-R5 ch, P-KKt3; 10 Q×RP, Q-Q4; 11 P-QB4, &c. (Gossip.)

(12) Bird *v.* Flechsig. An old form of this variation, as played between Labourdonnais and McDonnell, also Staunton and Horwitz, runs as follows: 5 P-Q4, P×P; 6 P×P, B-Kt3; 7 Kt-B3 (Staunton played P-Q5 first), Kt-B3; 8 P-Q5, Kt-K4 (Kt-K2 permits Kt-Q4); 9 Kt×Kt, P×Kt=.

(13) Or P-QR3!.

TABLE 37.—THE GIUOCO PIANO

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4.

	16	17	18	19	20
4	P-B3			P-Q3	
	Kt-B3			P-Q3	P-Q3
5	P-Q3		B-Q5	P-KR3 (5)	Kt-B3
	P-Q3 (1)		O-O	Kt-B3	Kt-B3
6	B-K3 (*a*)		B × Kt	Kt-B3	B-K3
	B-Kt3		QP × B	QKt-R4	B-Kt3
7	QKt-Q2		Kt × P	B-Kt3	Q-Q2
	Kt-K2		Kt × P	Kt × B	Kt-R4
8	Kt-B sq		P-Q4	RP × Kt	B-Kt5 ch
	P-B3		B-Q3	P-B3	P-B3
9	Kt-Kt3	Q-B2 (3)	O-O (4)	Kt-QR4?	B-R4
	P-KR3	Kt-Kt3		B-Kt5 ch	B × B
10	Q-K2	O-O-O		B-Q2	P × B
	P-Kt4	O-O		B × B ch	
11	O-O-O	P-Q4		Q × B	
	Kt-Kt3	Q-K2!		O-O	
12	P-Q4 —	P × P		Q-Kt5?	
	Q-K2 (2)—	P × P		P-KR3	
13		B × B		Q-R4 (6)	
		P × B			
14		Kt-K3			
		B-K3 (2)			

(1) 5 ..., P-Q4?; 6 P × P, Kt × P; 7 P-QKt4, followed by P-Kt5, wins a Pawn.

(*a*) Or 6 QKt-Q2, P-QR3; 7 P-KR3, B-R2; 8 B-Kt3, Kt-Q2, &c.

(2) Blackburne *v.* Zukertort.

(3) Or 9 Q-K2!.

(4) Ryall *v.* Narraway.

(5) If 5 B-K3, Black may play B × B; 6 P × B, Kt-R4, to leave White with two Knights against Bishop and Knight.

(6) 13 Q-R4 ch?; 14 K-K2, Q-B2; 14 P-KKt4, Kt-R2 (Noa *v.* Steinitz); 16 QR-KKt sq!; good when practicable.

TABLE 38.—THE GIUOCO PIANO

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-B3, Kt-B3; **5** P-Q4, P×P; **6** O-O (1).

	11	12	13	14	15
6	Kt×P!	P×P	O-O	P-Q3	P-Q4
7	P×P P-Q4 (2)	P-K5 P-Q4	P×P B-K2 (5)	P×P B-Kt3	P×P Kt×P
8	P×B P×B	B-Kt3 (4) P-B7	Kt-QB3 (6) P-Q3 (7)	P-KR3 O-O	P×P — B-Kt3 —
9	Q-K2 (3) Q-Q6			Kt-B3 P-KR3	
10	R-K sq P-B4+			B-K3 Q-K2	
11				Q-B sq KKt×P	
12				B×RP Kt×Kt	
13				P×Kt P×B	
14				Q×P+	

(1) The so-called Giuoco Gambit.

(2) Necessary, otherwise White speedily gets the better game.

(3) Probably 9 Q×Q is better for White.

(4) Or 8 P×Kt, P×B; 9 Q-K2 ch, &c.

(5) If 7 ..., B-Kt3; 8 P-Q5, Kt-QR4; 9 B-Q3, P-B4; 10 P-K5, Kt×P; 11 B×P ch, and wins.

(6) Or, perhaps, better still, 8 P-K5, a more aggressive continuation, and if 8 ..., Kt-K5; 9 B-Q5, &c.

(7) If White attempts the sacrifice 9 Kt-KKt5, P-KR3; 10 P-KB4, &c., Black has a good reply in 10 ..., Kt-QR4!.

(8) Or 10 ..., R-Kt sq.

TABLE 39.—THE GIUOCO PIANO

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4.

	16	17	18	19	20
4	O-O		Kt-B3		
	P-Q3	Kt-B3	Kt-B3		
5	R-K sq	P-Q3 (2)	P-Q3		
	Kt-B3	P-Q3	P-Q3		
6	P-B3 (1)	B-KKt5?	B-K3	Kt-QR4	O-O
	O-O	P-KR3	B-Kt3	B-Kt3	B-KKt5
7	P-Q4	B-R4	Q-K2	Kt × B	B-KKt5? (5)
	B-Kt3	P-KKt4!	B-K3	RP × Kt	Kt-Q5
8	P × P	B-KKt3	B-Kt3 —	P-QR3 (4)	Kt-Q5
	Kt-KKt5	P-KR4	Q-K2 —		Kt × Kt ch
9	B-KKt5	Kt × KtP			P × Kt
	B × P ch	P-R5			B-R6
10	K-B sq	Kt × P			R-K sq
	B × R	P × B			P-KR3+
11	B × Q	Kt × Q			
	Kt-K6 ch+	B-KKt5+ (3)			

(1) 6 Kt-Kt5?, B × P ch; 7 K-R sq, Kt-KKt5; 8 B × P ch, K-B sq; 9 Kt-K6 ch, B × Kt; 10 B × B, B × R; 11 Q × Kt, B-R5+.

(2) 5 P-QKt4, B × KtP! transposes into the Evans Gambit, and 5 P-Q4 is Max Lange's Attack. (See Note 1, p. 70.) If 5 P-B3, Kt × P; 6 P-Q4 (B-Q5!), P-Q4; 7 B-QKt5, P × P; 8 P × P, B-Q3. (*Handbuch.*)

(3) Continued 12 Q-Q2, Kt-Q5; 13 Kt-B3. Black mates in seven moves (Fedden *v.* Wayte). If 11 Kt × R, Q-K2 and wins, whether White play B-B7 ch or Kt-B7.

(4) White plays to keep two Bishops on the board.

(5) No use until the opponent has castled.

SECTION XII

MAX LANGE'S ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** O-O, Kt-KB3; **5** P-Q4.

THE Max Lange Attack is not so much a regular opening as a form of proceeding applicable to several openings. It produces some fine and critical positions, calculated to embarrass an inexperienced opponent, and is thus a formidable weapon in the hands of an expert. It is not generally considered quite sound against analysis, nevertheless the second player, who has the option in the matter, will usually avoid the variations we have treated in Cols. 3–5, and prefer to seek his advantage some other way. The Max Lange has hitherto been classified as a variation of the Giuoco Piano, and we have made the opening moves in the same manner in order to introduce the defence 5 ..., B × P (Cols. 1–2), which is not favourable for the first player. The more favourable form, 5..., P × P (Cols. 3–5), may, however, be brought about in the Scotch Gambit, thus: 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 P-Q4, P × P; 4 B-B4, B-B4; 5 Castles, Kt-B3; 6 P-K5, &c.

In the Two Knights' Defence it follows the moves: 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, Kt-B3; 4 P-Q4, P × P; 5 Castles, B-B4; 6 P-K5, &c.

It may also arise in the Bishop's Opening, by 1 P-K4, P-K4; 2 B-B4, Kt-B3; 3 Kt-KB3, Kt-QB3; 4 P-Q4, P × P; 5 Castles, B-B4; 6 P-K5, &c.

In the Giuoco Piano there is a similar variation, but it does not turn out so well for the first player, viz.: 4 P-B3, Kt-B3; 5 P-Q4, P × P; 6 P-K5, P-Q4, &c. The student will note that in all the previous openings above named, White gains a move by the sacrifice of his Queen's Pawn, and that it is this sacrifice which makes the Max Lange playable. It may easily be avoided by a little attention to transposition.

Table 40.—MAX LANGE'S ATTACK

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** Castles, Kt-B3.

	1	2	3	4	5
5	P-Q4 (1)				
	B × P (2)		P × P ?		
6	Kt × B		P-K5		
	Kt × Kt		P-Q4 ! (6)		
7	P-B4		P × Kt (7)		
	P-Q3		P × B		
8	P × P		R-K sq ch (8)	(dia.)	
	P × P		K-B sq		B-K3
9	B-KKt5 (dia.)		B-Kt5 !	P × P ch	Kt-Kt5
	Q-K2 !	B-K3	P × P (9)	K × P	Q-Q4 (17)
10	P-B3 (a)	B × Kt (5)	B-R6 ch	Kt-K5 ! (13)	Kt-QB3 (18)
	Kt-K3	P × B	K-Kt sq	Kt × Kt (14)	Q-B4
11	QB × Kt	B × B	Kt-B3	R × Kt	P-KKt4 (19)
	P × B (3)	Kt × B	B-B4 (10)	B-K2 ! (15)	Q-Kt3 (20)
12	P-QKt4	Kt-QB3	Kt-K4	Q-R5	QKt-K4 (21)
	R-KKt sq (4)	P-QB3	B-KB sq	P-KR3 (16)	B-Kt3
13		Q × Q	Q-Q2	R-Q5	P-B4 (22)
		R × Q	B × B (11)	B-Q3	O-O-O
14		R × P	Q × B	B-B4	P-B5
		R-Q7	B × Kt (12)	Q-B3	B × P
15		R-B2	R × B	B × B	P × B
		R × R	P-B4	P × B	Q × P (B4)
16		K × R	Kt-R4 +	Kt-Q2 +	P × P + (23)
		Kt-Q5 +			

(1) If 5 P-QKt4, B × KtP; 6 P-B3, B-K2; 7 P-Q4, P-Q3; 8 Kt-Kt5, O-O; 9 P-B4, P-KR3; 10 BP × P, P × P; 11 Kt × P, R × Kt; 12 B × R ch, K × B; 13 Q-R5 ch, K-Kt sq + ; if 5 ..., B-K3; 6 P-Kt5 !

(2) If 5 ..., QKt × P; 6 Kt × P, Kt-K3; 7 B × Kt, BP × B; 8 Kt-Q3 +.

(*a*) 10 P-QKt4 and 10 Kt-B3 are fair alternatives.

(3) Or 11 ..., Q-B4 ch !; 12 K-R sq, Q × B; 13 B × KP, O-O +. (C. E. R.)

(4) Mr. W. T. Pierce prefers 10 Kt-R3 : also after 10 P-B3, Kt-K3; 11 KB × Kt !, P × B; 12 P-QKt4, B-Q2; 13 Q-B3, &c. (*B. C. M.*, 1889, p. 454.)

(5) 10 Kt-R3, Q-K2; 11 P-B3, B × B; 12 Kt × B, Kt-K3; 13 B × Kt (or 13 B-K3 (Pierce)), P × B (or 13 ..., Q-B4 ch !, as in Note 3 (C. E. R.)); 14 Q-R4 ch, P-B3; 15 Kt-K3, R-KKt sq; 16 K-R sq, Kt-B4; 17 Q-B2, O-O-O; 18 QR-Q sq,

R×R ; 19 R×R, R-Q sq ; 20 P-QKt4. (Minckwitz *v.* Anderssen.) Cordel gives 16 Kt-Q5, Q-B4 ch ; 17 K-R sq, O-O-O ; 18 Kt×P. If 10 B×B, Kt×B ; 11 Q×Q ch, R×Q ; 12 B×Kt, P×B ; 13 R×P, Kt-B5 ; or 13 Kt-B3, R-Q7.

(6) If 6 ..., Kt-K5 ; 7 B-Q5, or R-K sq!.

(7) If 7 B-QKt 5, Kt-K5 ; 8 Kt×P, B-Q2 ; 9 O-O=.

(8) If 8 P×P, R-KKt sq ; 9 B-Kt5 (if 9 R-K sq ch, B-K2), B-K2 ; 10 B×B, K×B ; 11 R-K sq ch, B-K3 ; 12 Kt-Kt5, R×P ; 13 Q-R5, Q-Q4, &c.

(9) If 9...., Q-Q4 ; 10 Kt-B3, Q-B4 ; 11 Kt-K4+.

(10) 11 ..., B-KKt5 ; 12 Kt-K4, &c.

(11) If 13 ..., B-Kt3 ; 14 B×B, Q×B ; 15 Kt×QP, R-Q sq ; 16 P-QB3+.

(12) If 14 ..., B-Kt3 ; 15 Kt-R4+. (Gossip.)

(13) 10 Kt-Kt5, R-K sq ; 11 R×R, Q×R ; 12 Kt×RP, B-B4 ; 13 Kt-Kt5, B×P+.

(14) 10 ..., B-K3 ; 11 Q-R5, B-KB sq ; 12 Kt-Kt4, P-KR3 (R-KKt sq!) ; 13 B×P ch, K-Kt sq ; 14 R×B and wins. (*Praxis.*) If 10 ..., R-K sq ; 11 B-R 6 ch, K-Kt sq ; 12 Kt×Kt, &c.

(15) 11 ..., B-Q3 ; 12 R-Kt5 ch, K-B sq ; 13 Q-R5, Q-K2 ; 14 K-B sq, P-Q6 ; 15 Kt-B3, B-K3 ; 16 R-Kt7, K×R ; 17 B-R6 ch, K-Kt sq ; 18 Kt-Q5, Q-Q sq ; 19 R-K sq, B-KB sq ; 20 R-K3+.

(16) 12..., R-K sq ; 13 B-R6 ch, K-Kt sq ; 14 R-Q5, B-B sq ; 15 Kt-Q2, Q-K2, &c. ; if 13 Q-R6 ch, K-R sq ; 14 R-R5, B-KB4 ; 15 R×B?, B-Kt4 and wins.

(17) If 9 ..., O-O ; 10 R×B, P×R ; 11 P-B7 ch, K-R sq ; 12 Q-R5, P-KR3 ; 13 Q-Kt6+. Mr. Loman suggests 9 ..., P-KKt3.

(18) If 10 P×P, R-KKt sq ; 11 Kt×RP, B-K2 ; or 11 Kt-QB3, QB4 ; 12 P-KKt4, Q-Kt3 ; 13 QKt-K4, B-K2 instead of to Kt3. (Loman.)

(19) 11 QKt-K4 is also good, *e.g.* 11 ..., B-Kt3 ; 12 Kt-Kt3 (Q-Kt3 ; 13 Kt×B, P×Kt ; 14 R×P ch. Tschigorin *v.* Charousek (Budapest)).

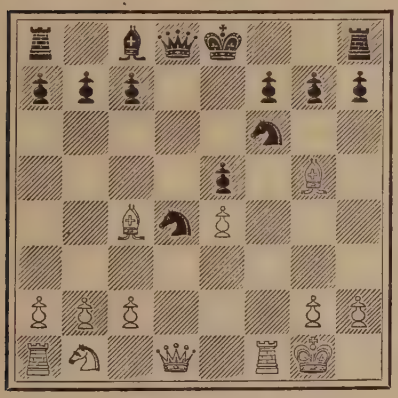
(20) If 11 ..., Q×P (B3) ; 12 QKt-K4, Q-K2 ; 13 Kt×QB, P×Kt ; 14 B-Kt5.

(21) If 12 R×B ch, P×R ; 13 Kt×P, B-Q3 ; 14 Kt×KtP ch, K-Q2 ; 15 Kt-Q5, Kt-K4. If 12 Kt×B!, P×Kt ; 13 R×P ch, K-B2 ; 14 Kt-Q5, B-Q3 ; 15 P-B4, P-KR4, &c.

(22) Or 13 Kt×B!, P×Kt ; 14 P-B7 ch, Q×P! ; 15 Kt-Kt5, Q-Q2 ; 16 Kt×KP+. (Wormald.)

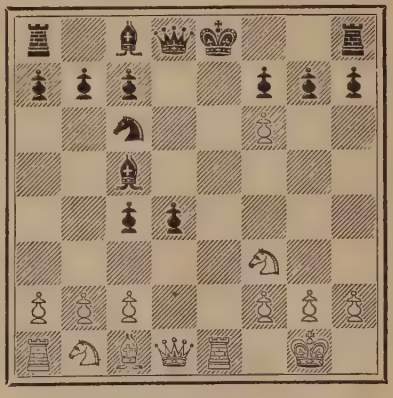
(23) White will now be able to play K-R sq and R-B sq. (Gossip.)

(Col. 1.)



After White's 9th move.

(Col. 3.)

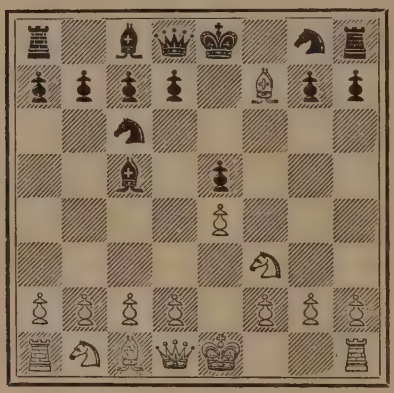


After White's 8th move.

SECTION XIII

THE JEROME GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** B×P ch.



The Jerome Gambit is an American invention, and a very risky attack. It is described in the American Supplement to Cook's *Synopsis* as unsound but not to be trifled with. The first player sacrifices two pieces for two Pawns, with the chances arising from the adversary's King being displaced, and drawn into the centre of the board. "The defence requires study, and is sometimes difficult." It may be added that it is equally difficult for the first player to maintain the attack.

After 4 K×B; 5 Kt×P ch, Kt×Kt; 6 Q-R5 ch, Black may obtain a safe game by K-B sq (Col. 4), or he may follow out Mr. Steinitz's theory that the King is a strong piece which not only possesses great power for defensive purposes, but can be made use of for the attack early in the game, with the object of being posted more favourably for the ending in the centre of the board. (Cols. 1–3.)

Mr. S. A. Charles of Cincinnati, Ohio, is named in the American Supplement as the chief analyst of this opening. It is very rarely practised, but as a similar sacrifice of a minor piece for two Pawns to stop Black from castling may often occur in the King's Knight's opening, we give the Jerome Gambit as a representative form of this kind of attack on its merits, showing its strength and weakness apart from accidental circumstances, which in actual play may materially affect the result.

TABLE 41.—THE JEROME GAMBIT

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** B×P ch, K×B; **5** Kt×P ch, Kt×Kt.

	1	2	3	4	5
6	Q-R5 ch K-K3 (1)			K-B sq	P-Q4 B×P
7	Q-B5 ch (2) K-Q3			Q×Kt Q-K2	Q×B Q-B3 (6)
8	P-Q4 B×P		P-KB4 Q-B3	Q-B5 ch K-K sq	Q-Q sq P-Q3
9	Kt-R3 Kt-K2 ! (3)	P-B3	P×Kt ch Q×P	Kt-B3 P-Q3	O-O P-KKt3
10	Q-R3 Q-B sq	P-B3 Q-B3	Q-B3 Kt-B3	Q-B3 Q-B2 (4)	P-KB4 Kt-B3+
11	Kt-Kt5 ch K-B4	P×B Q×Q	P-Q3 K-B3	Q-K2 Kt-R3 (5)	
12	Kt×B K×Kt	P×Q Kt-B2	Kt-B3 P-Q3+	O-O P-QB3+	
13	Q-K3 ch K-B5	B-B4 ch K-K2+			
14	P-QR4+				

(1) If 6 ..., Kt-Kt3; 7 Q-Q5 ch, K-K sq; 8 Q×B, P-Q3; 9 Q-B3, Kt-B3; 10 P-Q3, K-B2+.

(2) If 7 P-KB4, P-Q3. If 7 O-O, P-Q3!; 8 Kt-B3, Kt-B3+; or 7 ..., P-KKt3; 8 Q-R3 ch, K moves; 9 Q-QB3. (*A. S.*)

(3) 9 ..., K-B3+. (*A. S.*) Or 9 ..., Q-B3, which might also be played in lieu of 10...., Q-B sq. (C. E. R.)

(4) Or Kt-B3!. (E. F.)

(5) Or 11 Kt-K2 or Kt-B3. (C. E. R.)

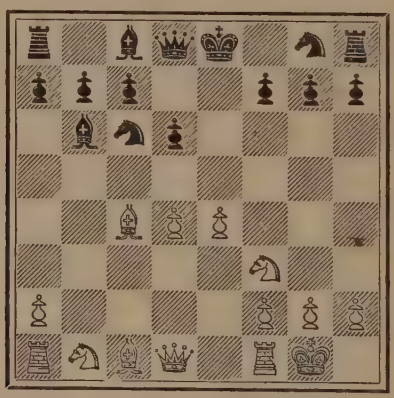
(6) If 7 P-Q3, Kt-B3; 8 Q-B3, &c.; or 8 ..., Kt-B3.

SECTION XIV

THE EVANS GAMBIT (Part I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP.

Of the Evans Gambit it may well be said that it is the product of innumerable minds. Walker, writing in 1841, notes that "it was introduced some seven years ago by my friend Capt. Evans, R.N., who presented its leading variations in MS. at the same time to Mr. Lewis and myself." It is usually described by Chess writers as a variation of the Giuoco Piano, the first three moves being the same in both openings. At this stage the first player by the sacrifice of one of his least valuable Pawns obtains so much command of the board that while forwarding his own game he can keep his opponent occupied with defensive measures for a longer time than is possible in any other opening. This can be done in such a variety of ways that the Evans is practically half-a-dozen openings in one. After 5 P-B3 it branches in two directions, with different surroundings and characteristics. We have treated them as if they were separate openings. The continuation 5 ..., B-B4 has been chiefly favoured by British players, and 5 ..., B-R4 by the Germans. There is a point of fusion in what is known as the normal position (see diagram) after the moves 6 O-O, P-Q3; 7 P-Q4, P×P; 8 P×P, B-Kt3.



Starting from the above position the practice of the Chess world lingered for a while over such moves as 9 P-KR3, 9 Kt-Kt5, 9 B-R3, &c., the general idea being to prevent Black castling and institute a harassing attack on his centre. As the defence became strengthened all moves of

the merely protective and constructive order were discarded as loss of time, while directly attacking moves were held back as possibilities and coupled with some preparatory move. 9 Kt-B3 is one of the best of these preliminaries. After the reply 9 ..., B-KKt5 it combines well with 10 Q-R4. This variation was analysed and brought into vogue by Mr. Geo. B. Fraser, supplemented by Mr. James Mortimer, and is known as the Fraser-Mortimer attack. The move 9 Kt-QB3 also initiates several other variations in which White aims at securing an early advantage by vigorous action. Of these, one of the most popular at present is that commencing 9 Kt-B3, Kt-R4 ; 10 B-KKt5, &c.—Dr. Göring's attack.

Another combination, leading to a more enduring if less violent attack, springs out of the normal position from B-Kt2, preceded or followed by P-Q5. A second normal position is produced by the moves 9 P-Q5, Kt-R4 ; 10 B-Kt2, Kt-K2 ; 11 B-Q3, O-O ; 12 Kt-B3, Kt-Kt 3 ; 13 Kt-K2, P-QB4 ; 14 Q-Q2, P-B3. Here the practice varies. White may play 15 R-QB sq, or K-R sq (Anderssen's move), or B-B3. The game really begins afresh at this stage. This fine variation was first elaborated by Herr Anderssen for the attack, and Herr L. Paulsen for the defence. Black is allowed to castle, and White attacks him in his intrenchments. The heavy pieces act as supports until called into action by the progress of the game.

There is yet another form of defence which has the merit of being advocated by Mr. Steinitz. It arises out of the normal position by the moves 9 P-Q5, QKt-K2 ; 10 P-K5, Kt-R3. This variation has not yet been thoroughly investigated, appearances being somewhat against it. Its effect is to expose the Black King, but this is not regarded by Mr. Steinitz as a permanent disadvantage.

With regard to other deviations from the main play they have been at various times subjected to searching analysis, and every departure has, as a rule, some penalty attached to it against the best play. There are, however, two or three moves in Anderssen's attack (after 9 P-Q5, Kt-R4) concerning which the authorities are not unanimous, notably Black's moves 10 ..., Kt-K2 ; 12 ..., Kt-KKt3 ; and 13 ..., P-QB4. So far there has been no convincing evidence produced either against them or in favour of alternative moves.

The time gained in this *début*, by sacrificing the QKtP, so far strengthens various forms of attack, which are inconclusive in other openings, as to make them irresistible in the Evans. The second player must carefully avoid giving his opponent an opportunity of introducing such variations. Thus Black must not risk Max Lange's attack by playing Kt-KB3 before P-Q3. On the other hand, White's game has to be constructed with special attention to economy of force. A single false, or even weak, move is sufficient to cause an immediate collapse. With care and patience Black may hope to win by means of his extra Pawn, but the balance between force on one side and position on the other is so even that there is practically an equal chance for both players. Any premature attempt to force the game will lose it.

The Evans is eminently an opening for great players, and has led to some of the finest games in Chess literature.

Table 42.—THE EVANS GAMBIT (Part I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3.

	1	2	3	4	5
5	B-K2 (1)		B-Q3		
6	Q-Kt3	P-Q4	P-Q4 (7)		
	Kt-R3	Kt-R4 (5)	Kt-B3 (8)		
7	P-Q4	Kt×P (6)	O-O		Kt-Kt5
	Kt-R4	Kt×B	P-KR3		O-O
8	Q-R4	Kt×Kt	Kt×P		P-B4
	Kt×B	P-Q4	B×Kt	Kt×Kt	P×BP
9	Q×Kt	P×P	P×B	P×Kt	P-K5
	P×P	Q×P	QKt×P	B×P	B×P
10	B×Kt (2)	Kt-K3 —	B-Kt3	P-B4	P×B
	P×B	Q-Q sq —	P-Q3	B-Q3	Kt×P
11	P×P		P-KB4	P-K5	B-Kt3
	P-Q3		Kt-B3	B-B4 ch	P-KR3
12	O-O		B-R3	K-R sq	Kt-KR3
	R-KKt sq		B-K3	P-Q4	P-Q3 (9)
13	K-R sq		Kt-Q2+	P×Kt	
	Q-Q2			P×B	
14	Kt-B3 (3)			R-K sq ch	
	P-QB3			B-K3	
15	P-Q5			P×P	
	R×P			R-KKt sq	
16	R-KKt sq			Q-R5+	
	R×BP (4)				

(1) 5 ..., B-B sq; 6 P-Q4, Q-K2 (if 6 .., P×P; 7 O-O, Kt-R4; 8 B×P ch (Anderssen)); 7 O-O, P-Q3; 8 Q-Kt3, P-KKt3; 9 P×P, P×P; 10 R-Q sq. (Tschigorin *v.* Steinitz.)

(2) Or 10 P×P, P-Q3; 11 Kt-B3, P-QB3; 12 O-O, &c.

(3) Or 14 Kt-Q2!. (C. E. R.)

(4) 17 R-Kt3, P-QB4; 18 P-K5+. (Labourdonnais *v.* Boncourt and Mouret.)

(5) If 6 ..., P×P; 7 Q-Kt3, Kt-R4; 8 B×P ch, K-B sq; 9 Q-R4, &c. (*Handbuch.*) Or 7 P×P, B-Kt5 ch; 8 K-B sq, Kt-B3.

(6) Or 7 B-Q3!. (C. E. R.) Or 7 Q-Q3, Kt×B; 8 Q×Kt, Kt-B3; 9 Kt×P, O-O.

(7) 6 O-O, Kt-R4; 7 Kt×P (B-K2! (C. E. R.)), B×Kt; 8 B×P ch, K×B; 9 Q-R5 ch, K-B sq; 10 Q×B, Kt-QB3, &c.

(8) Or 6 ..., Q-K2; 7 O-O, Kt-B3; 8 R-K sq+. If 6 ..., P-KR3, 7 O-O, KKt-K2; 8 Kt×P (C. E. R.). Dr. Hunt suggests 7 ..., Q-B3!.

(9) Anderssen *v.* Kieseritzky.

TABLE 43.—THE EVANS GAMBIT (PART I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-B4; **6** P-Q4, P×P; **7** P×P (1).

	6	7	8	9	10
7	B-Kt5 ch		B-Kt3		
8	K-B sq		O-O (6)		
	Q-K2 (2)		P-Q3!		
9	P-K5	P-QR3	P-QR4 (7)	R-K sq	
	P-Q3 (3)	B-R4	B-Kt5 (8)	Kt-R4	B-Kt5 (12)
10	P-Q5	R-R2	B-QKt5 (9)	B×Pch (10)	B-QKt5 (13)
	Kt×P	P-QKt3	B×Kt	K×B	B×Kt (14)
11	Q-R4 ch	P-K5 (5)	P×B	Kt-Kt5 ch	P×B
	K-B sq!	B-Kt2	P-QR3	K-K sq	Q-R5
12	Q×B	P-Q5 —	B×Kt ch	P-K5	B-K3
	Kt×Kt	—	P×B	P×P (11)	KKt-K2
13	P×Kt		P-R5	R×P ch	P-Q5
	B-R6 ch		B-R2	Kt-K2	B×B
14	K-Kt sq		Kt-B3	Q-B3	R×B
	Q-B3		Kt-K2	R-B sq	O-O
15	B-Q3		Kt-K2 —	Q-R5 ch	P×Kt
	Q×P+ (4)		—	P-Kt3	Q-Kt4 ch
16				Q×RP	K-R sq
					Q×B

(1) If 7 O-O, P-Q3!; if 7 ..., P-Q6?, 8 Kt-Kt5, &c.; 8 Q×P, P-Q3; 9 B-KKt5, KKt-K2; if 7 ..., P×P; 8 B×P ch, &c.

(2) If 8 ..., Kt-B3; 9 P-QR3, B-R4; 10 P-Q5, Kt-K2; 11 P-K5+. Or 8 ..., B-K2; 9 Q-Kt3, Kt-R4; 10 B×P ch, K-B sq.

(3) If 9 ..., P-QKt3; 10 P-QR3, and 11 R-R2. (C. E. R.)

(4) If Black had played 11 ..., B-Q2 White would now continue by 16 Q-K4 ch.

(5) If 11 R-K2, B-Kt2 and O-O-O.

(6) 8 B-Kt2, Kt-R4; 9 P-Q5, Kt-K2; 10 B-Q3, P-Q3. (Bird.)

(7) 9 B-R3, Kt-R4; 10 B-Q3, Kt-K2; 11 P-K5, O-O+; or 9 ..., B-Kt5; 10 Q-R4, B-Q2; 11 Q-Kt3, Kt-R4+. 9 P-KR3 is met by Kt-R4, 10 B-Q3, Kt-K2 (9 B-KKt5 runs into Cols. 12–15); 9 Q-Kt3, Q-B3!; 10 P-K5, P×P; 11 P×P, Q-Kt3.

(8) 9 ..., Kt-R4; 10 B-R2, Kt-KB3; 11 Q-B2, O-O; 12 P-K5, Kt-K sq; 13 Kt-Kt5, P-Kt3; 14 P-K6+.

(9) Or 10 B-Kt2. (C. E. R.)

(10) Or 10 Kt-B3, B-Kt5; 11 P-K5+; 10 B×P ch is by Mr. Harvey, and appeared in the *Dubuque Journal*. White draws at least.

(11) If 12 ..., P-Q4; 13 Q-B3, Kt-R3 (if 13 ..., Q-K2; 14 B-R3); 14 Q-R5 ch.

(12) If 9 ..., Kt-B3; 10 P-K5, P×P; 11 P-Q5, Kt-K2; 12 Kt×P, O-O; 13 B-R3+. (Gossip.)

(13) 10 Q-Kt3 is inferior.

(14) If 10 ..., K-B sq; 11 B×Kt, P×B; 12 P-K5, Kt-K2; 13 B-Kt5, &c. The column is Burn *v.* De Vere.

TABLE 44.—THE EVANS GAMBIT (PART I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-B4; **6** O-O, P-Q3 (1); **7** P-Q4, P×P; **8** P×P, B-Kt3. (Diagram, p. 74.)

	11	12	13	14	15
9	Kt-B3				
	Kt-B3?	Kt-R4			
10	P-K5	B-KKt5 (2)			Kt-K2
	P×P	P-KB3 (3)			Kt-Q5 (11)
11	B-R3	B-B4 (4)		B×Kt	P-KB3 (12)
	Kt-QR4	Kt×B		R×B (8)	B×P
12	R-K sq	Q-R4 ch	K-B2 (7)	B-R4	P×B
	Kt×B	Q-Q2	Q×Kt ch	B-Kt5	Kt×KBP ch
13	Q-R4 ch	Q×Kt	B-K3	P-K5!	K-B sq
	P-B3	Q-B2 (5)	P-Q5	QP×P	Kt-Kt5
14	Q×Kt	Kt-Q5	B-Q2	R-K sq	Kt-Kt sq!
	B-K3	B-K3	Kt-K2 —	B×Kt	KKt×Pch (13)
15	R×P	Q-R4 ch	Kt-K2 —	Q×B	K-Kt2
	Q-Q2	B-Q2		Q×P	Q-R5
16	R×B ch	Q-R3		R-K4 (9)	Q×Kt
	P×R	R-B sq		Q-Q2	Kt×Q
17	Kt-K5+	KR-K sq (6)		R-Q sq	R×Q (14)
				QB-2 (10)	

(1) If 6..., Kt-B3; 7 P-Q4, P×P; 8 P×P, B-Kt3; 9 P-K5, P-Q4; 10 P×Kt, P×B; 11 R-K sq.

(2) If 10 Kt-Kt5, R-K sq, or B-R3, then Kt×B; if 10 B-Q3, Kt-K2; 11 P-K5, P-Q4. If 10 B×P ch, K×B; 11 P-K5, K-B sq; 12 P-Q5, B-KB4+; if 12 R-K sq or Kt-Q5, Kt-QB3+. (Gossip.)

(3) Or 10..., Q-Q2.

(4) Preferable to 11 B-R4.

(5) Or 13..., P-B3; or 13..., Kt-K2 followed by Kt-Kt3 and Q-B2.

(6) To follow with P-K5 and B-Kt5 if and when necessary (Blake). If 17 Kt×B, RP×Kt; 18 Q-R7, Kt-K2; 19 KR-B sq!; if 19 Q×P (Kt7), B-B3; if 19 QR-B sq, B-Kt4; 20 KR-K sq, Kt-B3, &c.

(7) Or 12..., P-B3; 13 Q×Kt, Kt-K2.

(8) Or 11..., P×B. The column is Showalter *v.* Logan.

(9) 16 Q-R5 ch!, (if) P-Kt3; 17 Q×RP, O-O-O; 18 Kt-K2. (C. E. R.)

(10) Mr. Ranken continues by 18 Q-B5+.

(11) If 11 B+P ch, K×B; 12 Kt-Q5, R-K sq!. (Tschigorin *v.* Gunsberg.)

(12) 11..., Kt×B; 12 B×Kt, Q-Q2; 13 B-B6 (Mackenzie), Q-Kt5!; 14 P-KR3, Q-Kt3; 15 Kt-R4, Q-R3; or 14 Q-R4 ch, P-B3; 15 Q×Kt, P×Kt+.

(13) If 15 Q-Kt×P ch, K-Kt2; 16 Q-R5 (if 16 B×Kt, Q×B; if 16 Kt-B7, Q-R5), Kt×B; 17 Q-B7 ch, K-R3; 18 Q×Kt(B5), R×Kt; 19 Kt×R, K×Kt+. If 15 Kt×Kt, Q×Kt; 16 Q-B3 ch, B-B4; 17 B-K6, Kt-B3+. If 15 B×Kt, Q×Kt; 16 Kt×P ch, R×Kt; 17 B×R, B×P+.

(14) 18 Kt×R ch, K-R3; 19 B×Kt, K×Kt; 20 QR-Q sq, Kt-B3; 21 P-Q5, Kt-K4+. (Berger.)

TABLE 45.—THE EVANS GAMBIT (PART I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-B4; **6** O-O, P-Q3; **7** P-Q4, P×P; **8** P×P, B-Kt3. (Diagram, p. 74.)

	16	17	18	19	20
9	Kt-B3 B-Kt5 (1)				
10	B-QKt5 K-B sq (2)	B-Q2	Q-R4 (9) B×Kt (10)	B-Q2	
11	B×Kt (3) P×B	P-K5 P×P (6)	P-Q5 B-Kt5 (11)	Q-Kt3 Kt-R4	
12	P-K5 (4) B×Kt	R-K sq (7) KKt-K2	P×Kt P×P	B×P ch K-B sq	
13	P×B P×P	P-Q5 QKt-Ktsq(8)	Q×Pch(12) B-Q2	Q-B2! (13) K×B (dia.)	
14	B-R3 ch Kt-K2	B-QB4 O-O	Q-Q5 B-K3	P-K5 (14) K-B sq	P-KR3
15	P×P Q×Q (5)	Kt×P B-KB4	B-Kt5 ch K-B sq	R-K sq Kt-QB3	P-Q5 Kt-KB3
16	KR×Q K-K sq+	B-KKt5 B-B4	Q-Q3 Kt-K2	B-Kt5 (15) Q-K sq	P-K6 ch B×P (17)
17		Kt×P R×Kt	B-Kt5 P-KB3	P-K6 Q-Kt3	P×B ch K×P
18		P-Q6 B×P ch	B-K3 K-B2	Q×Q P×Q	R-Ksqch(18) K-B2
19		K×B B-K3 dis ch	P-B4 P-KB4	P×B Kt-B3 (16)	Kt-KR4 Q-Q2
20		K-Kt sq B×B	B×B RP×B		Q-Kt6 ch K-B sq
21		P×Kt+	B-B4 —		Kt-B5 Q-B2+

NOTES TO TABLE 45.

(1) Mr. Steinitz recommends 9 ..., QKt-K2 ; (if) 10 Kt-KKt5, Kt-R3 ; 11 P-B4, P-Q4 ; 12 QKt×P, Kt×Kt ; 13 P×Kt, O-O+ ; if 13 B×Kt, P-QB3, &c.

(2) 10 ..., B×Kt ; 11 P×B, K-B sq ; 12 Kt-K2 ; if 11 ..., Q-B3 ; 12 Kt-Q5, Q×QP ; 13 Kt×P ch. Or Black may play 10 ..., P-QR3 !.

(3) 11 B-K3, KKt-K2 (or QKt-K2 (Steinitz)) ; 12 P-QR4, P-QR4 (or Kt-R4 ! (Gossip)) ; 13 B-QB4. (Petersburg *v.* London.)

(4) Or 12 B-K3, Kt-K2 ; 13 Kt-K2, Q-Q2 ; 14 Q-Kt3, Q-K3 ; 15 Q-B2, B×Kt ; 16 P×B, QR-K sq. (Macdonnell *v.* Bird.)

(5) If 15 ..., B-Q5 ? ; 16 Q-B2, B×KP ; 17 QR-Q sq, B-Q3 ; 18 Kt-K4+.

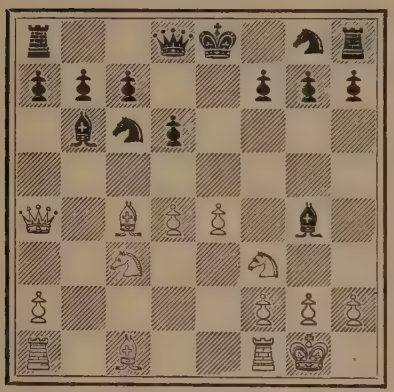
(6) 11 ..., KKt-K2 ; 12 B-Kt5, P-KR3 ; 13 P-K6, P×P ; 14 B×KKt, Q×B ; 15 P-Q5, Kt-K4 ; 16 Kt×Kt, P×Kt ; 17 Q-R5 ch+. (*Schachzeitung.*)

(7) Or 12 P-Q5, Kt-Kt sq ; 13 Kt×P, Kt-K2 ; 14 Q-Kt4, &c. Or 13 ..., B×B ; 14 Kt×B, P-QR3, to follow with Kt-K2.

(8) 13 ..., Kt-Q5 ; 14 B×B ch, Q×B ; 15 Kt×P, Q-B4 ; 16 Q-Q3, R-Q sq ; 17 B-R3, R-Q2 ; 18 R-K5, Q-Kt3 ; 19 Kt-B5, B×Kt ; 20 B×B, QKt-B4 (Neumann *v.* Schallopp) ; 21 Q-R4+. (*Handbuch.*)

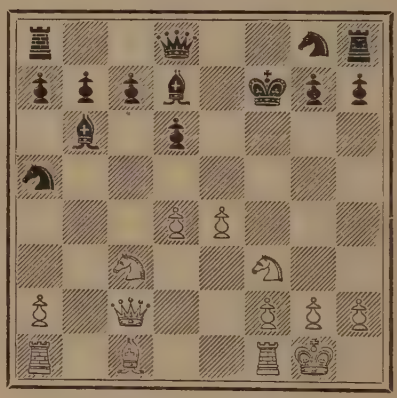
(9) Mr. Fraser's attack. (See diagram.)

(Col. 18.)



After White's 10th move.

(Col. 19.)



After Black's 13th move.

(10) 10 ..., K-B sq ; 11 P-Q5, QKt-K2 ; 12 Kt-K2, Kt-Kt3 ; 13 KKt-Q4. (Wisker *v.* Bird.)

(11) 11 ..., Q-B3 ; 12 P×Kt, O-O-O ; 13 Kt-Q5, Q-Kt3 ; 14 P×P ch+.

(12) Or 13 P-K5 !. (W. W.)

(13) Mr. Mortimer's variation.

(14) Or 14 P-Q5. (Ranken.)

(15) He may also play 16 P-K6, or P-Q5.

(16) 20 P-Q5 is in Black's favour. White may play 20 QR-Q sq, Kt×P ! ; 21 R-K6, R-K sq ; 22 QR-K sq (if R×KtP, K-B2), R×R ; 23 R×R, &c. ; if 22 ..., K-B2, 23 B-Q2, R×R ? ; 24 Kt-Kt5 ch. (Monck.)

(17) 16 ..., K-Kt sq ; 17 P×B, Q×P ; 18 Kt-KR4, P-Kt4 ; 19 Kt-Kt6, R-R2+. (Wormald.)

(18) 17 Q-Kt6, Q-KB sq ; 18 B-Kt5, P-B3 ; 19 KR-K sq ch, K-Q2+.

TABLE 46.—THE EVANS GAMBIT (PART I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-Q Kt4, B×Kt P; **5** P-B3, B-B4; **6** O-O, P-Q3; **7** P-Q4, P×P; **8** P×P, B-Kt3. (Diagram, p. 74.)

	21	22	23	24	25
9	B-Kt2				
	P-B3	B-Kt5	Kt-R4	KKt-K2	Kt-B3
10	Kt-R4 ! (1)	P-Q5 (2)	B-Q3	Kt-Kt5	P-Q5 (6)
	P-Kt3	Kt-K4	Kt-K2	P-Q4	Kt-K2 (7)
11	R-K sq	B-Kt5 ch	Kt-Kt5 (3)	P×P	B×Kt
	K-B sq	K-B sq	P-KR3	Kt-R4	P×B
12	Kt-R3	QKt-Q2 +	Q-R5	P-Q6	P-QR4 (8)
	K-Kt2		O-O	Kt×B	O-O
13	P-B4		P-K5	P×Kt	K-R sq
	P-B4		B-KB4	Q-Q4	P-KB4 (9)
14	Kt×BP ch		B×B	Kt-QB3	Kt-Kt5
	P×Kt		Kt×B	Kt×B (5)	P-KR3
15	Q-R5		Kt-KB3	Kt×Q	Kt-R3
	Q-B3		Q-Q2	Kt×Q	P×P
16	P-K5		QKt-Q2	KR×Kt	R-R3
	Q-Kt3		P-Q4 (4)	P-QB3	Kt-Kt3
17	Q-Q sq			Kt×B —	R-KKt3
	P-KR4			RP×Kt —	Q-R5
18	R-K3				
	P-R5				

(1) Mayet *v.* Hanstein. If 10 P-K5, QP×P; 11 B×Kt, R×B; 12 Q-Kt3, R-B sq; 13 P×P, P×P; 14 Kt×P, Kt×Kt; 15 B×Kt, Q-K2; 16 Kt-Q2, B-K3 (C. E. R.); (if) 16 ..., Q×B; 17 QR-K sq, B×P ch, &c. (W. W.)

(2) If 10 B-Kt5, K-B sq. If 10 Q-Kt3, Kt-R4; 11 B×P ch, K-B sq; 12 Q-Q5, Kt-KB3; 13 Q-KKt5, B×Kt; 14 P-K5, K×B; 15 P×B, R-K sq; 16 P×Kt, Q×P+.

(3) 11 P-Q5 transposes into Col. 36. If 11 Kt-B3, O-O; 12 Kt-K2, P-Q4.

(4) 17 P-Kt4, P-Kt3; 13 Q-R3, Kt-Kt2; 19 P-K6=.

(5) 14 ..., Q×Kt; 15 Q-R4 ch, P-B3; 16 Q×Kt, B-R6; 17 P-Kt3, B×R 18 K×B, K×P; 19 B-R3 ch+.

(6) If 10 P-K5, P×P; 11 B-R3, B-K3!; if 10 Q-B2, O-O; 11 P-K5, Kt-K sq. (*Handbuch.*) Or 10 QKt-Q2, B-Kt 5; 11 P-K5, P×P; 12 P×P.

(7) 10 ..., Kt-R4 transposes into Col. 30. The continuation is Bird *v.* Steinitz, with the latter's correction of his 17th move.

(8) If 12 Kt-Q4, P-KB4; if 12 Kt-R4, Kt-Kt3.

(9) Undoubling the Pawn is Black's first object before moving the Knight.

Table 47.—THE EVANS GAMBIT (Part I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-B4; **6** O-O, P-Q3; **7** P-Q4, P×P; **8** P×P, B-Kt3. (Diagram, p. 74.)

	26	27	28	29	30
9	P-Q5	Q-B3	Kt-R4		
	Kt-K4				
10	Kt×Kt	P×Kt	P-K5		B-Kt2 (12)
	P×Kt	Q×R	Kt-K2 (dia.) (4)		Kt-KB3
11	B-R3 (1)	B×P ch (2)	Kt-QB3 (5)	P-K6	B-Q3
	B-Q5	K-B sq (3)	B-KB4 (6)	P×P (10)	B-KKt5 (13)
12	Kt-Q2	B×Kt	B-KKt5 (7)	P×P	Kt-B3 (14)
	B×R	R×B	Kt×B (8)	O-O	P-B3
13	Q×B —	Kt-Kt5	Q-R4 ch	Kt-Kt5 (11)	Kt-K2
	—	Q×P	Q-Q2	Kt×B	O-O
14		Kt-QB3	Q×Kt	Q-Q3	Q-Q2 (dia.)
		Q-B5	O-O	Kt-Kt3	R-B sq (15)
15		Kt-Q5	KR-K sq	Q×QKt	Q-Kt5
		K-K sq	QR-K sq	P-Q4	B×Kt
16		Q-R5 ch	P-K6	Q-K2	P×B
		P-Kt3	P×P	P-KR3	P×P
17		Q×RP+	P×P	Kt-B7	K-R sq
			Q-B3 (9)	Q-K sq or Q-B3+	Kt-B5 (16)

(1) Or 11 B-Kt2, followed by K-R sq and P-B4.

(2) 11 Q-Kt3, Q-B3; 12 P-K5, P×KP; 13 R-K sq, P×P; 14 B-KKt5+. (Kolisch *v.* Schoumoff.)

(3) If 11 ..., K×B; 12 Q-Kt3 ch, &c.

(4) 10 ..., Kt×B; 11 Q-R4 ch, B-Q2; 12 Q×Kt, Kt-K2; (if) 13 P-K6, P×P; 14 P×P, B-B3; 15 Kt-Kt5, O-O; 16 Q-B2, Kt-Kt3; 17 P-KR4, Q-B3+.

(5) Or 11 B-Q3. If 11 P×P, P×P!; 12 B-Q3, O-O; (if) 13 Q-B2, P-KB4; (if) 13 Kt-Kt5, P-KR3; (if) 13 B-Kt2, B-KB4; 13 B×P ch is premature.

(6) 11 ..., Kt×B; 12 Q-R4 ch, B-Q2; 13 Q×Kt, O-O; 14 Kt-K4, B-KKt5; 15 B-Kt2. (Carstangen *v.* Anderssen.)

(7) There are numerous methods of continuing the attack, but this appears the most difficult to defend.

(8) 12 ..., O-O ; 13 B-Q3, B×B ; 14 Q×B, Q-Q2 ; 15 P-K6, P×P ; 16 P×P, Q×P ; 17 QR-K sq, Q-B4 ; 18 Q-Q2, Kt-Kt3 ; 19 Kt-Q5, QR-K sq (or Kt-QB5) †. (Crosskill *v.* Freeborough.)

(9) 18 Q-Kt3, B-Q6 ; 19 QR-Q sq, B-B5+.

(10) 11 ..., O-O ; 12 Kt-Kt5, P-KR3 ; 13 Kt×P, Q-K sq ; 14 B-Q3+ ; for if 14 ..., Kt×P ; 15 Kt×P ch, and if 14 ..., B-Q5 ; 15 Q-Kt4, B×R ; 16 Kt×P ch, &c. ; if 12 ..., Kt×B ; 13 Q-R5, P-KR3 ; 14 Kt×P, Q-K sq ; 15 Kt×RP ch, P×Kt ; 16 Q-Kt4 ch, Q-Kt3. If 12 P×P ch, R×P ; 13 Kt-Kt5, Kt×B ; 14 Q-B2, Kt-K4 ; 15 Q×RP ch, K-B sq ; 16 Q-R8 ch, Kt-Kt sq ; 17 Kt-R7 ch, K-K2 ; 18 B-KKt5 ch, Kt-B3 ; (if) 18 Kt-QB3, B-Q5+.

(11) Or 13 Q-B2, Kt×B ; 14 Q×Kt, P-Q4 ; 15 Q-KKt4, Kt-KB4+.

(12) 10 B-R3, Kt-K2 ; 11 P-K5, O-O, &c.

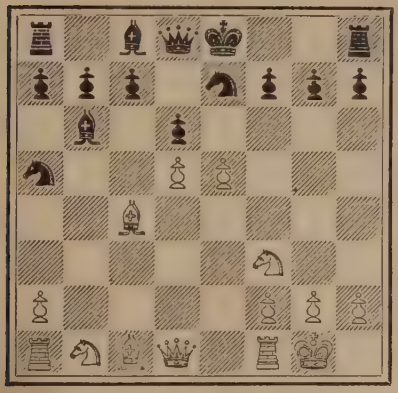
(13) If 11 ..., O-O ; 12 Kt-B3, and the play may be continued on the same lines as Cols. 41–45 to White's advantage.

(14) As played by Anderssen. Or 12 R-K sq may be played.

(15) Another game runs 14 ..., Kt-Q2 ; 15 Q-B4, B-R4 ; 16 Kt-Kt3, B-Kt3 ; 17 QR-Q sq, P×P ; 18 P×P, Kt-B4 ; 19 Kt-B5, Kt×B, and Anderssen playing White announced mate in four moves.

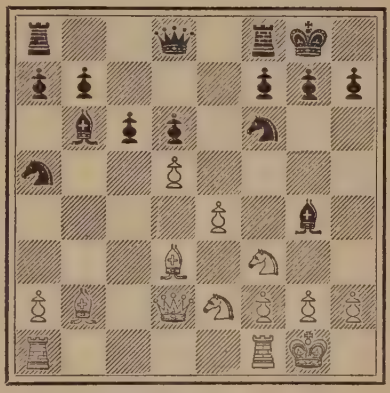
(16) 17 ..., Kt-K sq !. (C. E. R.) After 17 ..., Kt-B5 ; 18 R-KKt sq, Kt-K sq, and White mates in five moves.

(Col. 28.)



After Black's 10th move.

(Col. 30.)



After White's 14th move.

TABLE 48.—THE EVANS GAMBIT (PART I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-B4; **6** O-O, P-Q3; **7** P-Q4, P×P; **8** P×P, B-Kt3. (Diagram, p. 74.)

	31	32	33	34	35
9	P-Q5 / QKt-K2				
10	P-K5! (1) / Kt-R3	Kt-Kt3	P×P	B-Kt5 (13)	
11	Kt-B3 / O-O	P-K6 (4) / P×P	Kt×P / Kt-KB3 (9)	Q-R4 ch / B-Q2 (14)	B-Kt2? / Kt-R3 (17)
12	Kt-K4 (2) / P×P	P×P / KKt-K2 (5)	B-Kt5ch(10) / P-B3 (11)	Q-Kt3 / Kt-Kt3	P×P (18) / Q×P
13	B×Kt / P×B	Kt-Kt5 / O-O (dia.)	P×P / O-O	Kt-B3 (dia.) / Kt×P (15)	B×P / R-KKt sq
14	Kt×P / Kt-B4	Kt-QB3 (6) / Kt-K4	B-R3 / B×Pch(12)	Kt×Kt / P×Kt	B-Kt2 / O-O-O
15	Kt-Kt4 — / K-R sq(3)—	B-Kt3 (7) / P-B3 (8)	K-R sq / Q-Kt3	P-Q6 / Q-B3 (16)	Kt-B3 / B-R6
16		Kt-R4 / P-Q4	B×Kt / Q×B	Kt-K4 + / Q-Kt3	Kt-K sq / Kt-Kt5 + (19)
17		Kt×B / Q×Kt	Kt-KB3 / Kt-K5		
18		B-R3 / QKt-Kt3	QKt-Q2 / B-QB4		
19		B-B2 +	B×R +		

(1) If 10 B-Kt2, Kt-KB3; 11 B×Kt, P×B; 12 Kt-Q4 (or see Col. 25), P-KB4+.

(2) Or 12 B×Kt, P×B; 13 Q-Q2, P×P; 14 QR-K sq, &c.

(3) Neumann *v.* Steinitz. The former continued 16 R-Kt sq, having in view the sacrifice of the Rook, to check with Q at QR sq.

(4) If 11 Kt-Kt5, KKt-K2. If 11 B-Kt2, P×P; 12 B×P, Kt-B3; 13 B×Kt, Q×B; 14 R-K sq ch, Kt-K2!. If 11 B-KKt5, KKt-K2; 12 P-K6, O-O; 13 Kt-R4, Kt×Kt; 14 B×Kt, P×P; 15 P×P, R-B5; 16 Q-R5, P-KKt3, &c.

(5) Or 12 ..., Q-B3.

(6) 14 Q-R5, P-KR3; 15 Q×Kt!, Kt×Q; 16 P-K7 dis ch, P-Q4; 17 P×Q (queens), R×Q; 18 R-Q sq, &c. (Wormald.) If 15 Kt-B7, Q-K sq; 16 P-KR4, threatening 17 B×RP, P×B; 18 Q×P to follow with P-R5, &c.; or 16 B-Kt2, P-Q4; 17 B×QP, Kt-B5; 18 Kt×P ch, or Q-K5, &c. (Ranken.)

(7) 15 Q-R5, P-KR3; 16 Kt-B7, Kt×Kt; 17 P×Kt ch, K-R2; 18 Kt-K4, Kt-B4!; if 18 ..., P-B3?; 19 Kt-Kt5 ch, 20 Q×P ch, and 21 B-Kt2 ch, &c. (Gossip.)

(8) Or 15 ..., P-KR3; 16 Kt-B7, Kt×Kt; 17 P×Kt ch, K-R2; or 16 KKt-K4, K-R sq; 17 K-R sq, P-Q4; 18 Kt×P, B×KP. (Ranken.)

(9) 11 ..., Kt-Kt3; 12 R-K sq, Kt×Kt; 13 R×Kt ch, Kt-K2; 14 B-R3+.

(10) Or 12 P-Q6+. (C. E. R.)

(11) Or 12 ..., K-B sq to win the QP. The players in this column are Morphy *v.* De Rivière.

(12) Better 14 ..., Q×Q!; 15 R×Q, KKt-Q4. (C. E. R.)

(13) The Bishop should go to KB4. If then 11 Q ch, Q-Q2, &c.

(14) If now 11 ..., Q-Q2; 12 B-QKt5, P-QB3; 13 P-K6, P×KP; 14 Q×B, P×B; 15 P×P, Q-B2; 16 Q×P, Kt-Kt3; 17 B-Kt2+.

(15) If 13 ..., KKt-K2; 14 P-K6 and Kt-Kt5+. If 13 ..., Kt-R3; 14 B-KKt5. If 13 ..., P×P; 14 P-Q6, Q-B3; 15 Kt-K4, Q-B4; 16 Kt-Kt3, thence to R5. See diagram below.

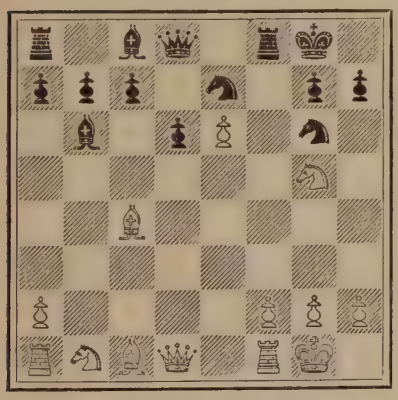
(16) If 15 ..., P×P; 16 B×P ch, K-B sq; 17 B×Kt, R×B; 18 B-R3, B-B3; 19 QR-Q sq, &c.

(17) Or 11 ..., K-B sq. This column is from a game Harrwitz *v.* Boden.

(18) Or 12 B-Kt5 ch. (C. E. R.)

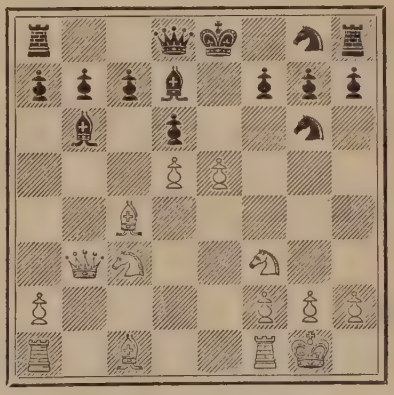
(19) 17 Kt-B3, Kt×RP; 18 Kt-K sq, R×P ch; 19 Kt×R, Q-Kt6; and White resigns.

(Col. 32.)



After Black's 13th move.

(Col. 34.)



After White's 13th move.

Table 49.—THE EVANS GAMBIT (Part I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-B4; **6** O-O, P-Q3; **7** P-Q4, P×P; **8** P×P, B-Kt3; **9** P-Q5, Kt-R4; **10** B-Kt2, Kt-K2 (1).

	36	37	38	39	40
11	B-Q3 (2) O-O (3)				
12	Kt-B3 B-Kt5	P-QB3		P-KB4?	Kt-Kt3
13	Kt-K2 B×Kt	Q-Q2 P×P	P-KB4	Kt-KKt5 Q-K sq (8)	Kt-K2 P-KB3
14	P×B Kt-Kt3 (4)	Kt×P Kt-Kt3	QR-K sq P×KP	Kt-K6 B×Kt	KKt-Q4 R-B2 (10)
15		Kt×B (5) Q×Kt	Kt×P Kt×P	P×B P-B5 (9)	K-R sq! P-QB4
16		QR-Kt sq Q-Q sq	QKt-Kt5 P-KR3 (7)	Kt-Q5 Kt-Kt3	Kt-K6 Q-K sq
17		Q-B3? P-B3	Kt-K6 B×Kt	Q-Kt4+	P-B4 B×Kt
18		Kt-Q4 Kt-KB5+ (6)	R×B Kt×KB5		P×B R-QB2
19			R×QP+		B-B3 P-B5
20					B-B2+ R-Q sq

(1) If 10 ..., Kt-B3; 11 B-Q3, B-Kt5; 12 Kt-B3, P-B3.

(2) If 11 B×P, R-KKt sq; 12 B-Q4, Kt×B; 13 Q-R4 ch, Q-Q2; 14 Q×Kt, R×P ch; 15 K-R sq, Q-R6; 16 QKt-Q2, Kt-Kt3; 17 R-KKt sq, Kt-R5+.

(3) If 11 ..., P-KB3; 12 Kt-R4.

(4) 15 K-R sq, (if) Q-R5; 16 Kt-Kt3, P-KB3; 17 Kt-B5, Q-R6; 18 R-B sq, Kt-R5; or 18 ..., Kt-K4 or B5; 19 R-KKt sq (Gattie). If 15 P-B4, Q-R5; 16 Kt-Kt3, P-B3, &c.

(5) If 15 Kt-B4!, Kt-K4!.

(6) This column is by Steinitz, but White's play is questionable. Mr. Gattie also dissents from the conclusion in Black's favour, and suggests 19 B-B2, Kt-B3; 20 Q-B4 ch, &c.

(7) If 16 ..., B-KB4; 17 B×P.

(8) 13 Kt×P, 14 Kt×P, Kt×Kt; 15 B×Kt, K×Kt; 16 Q-R5 ch.

(9) If 15 ..., R-B3; 16 Kt-Q5. (C. E. R.)

(10) Zukertort *v.* Schulten. If 14 ..., P-QB4; 15 Kt-KB5, B×Kt; 16 P×B, Kt-K4; 17 Kt-B4, thence to K6+.

TABLE 50.—THE EVANS GAMBIT (PART I)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-B4; **6** O-O, P-Q3; **7** P-Q4, P×P; **8** P×P, B-Kt3; **9** P-Q5, Kt-R4; **10** B-Kt2, Kt-K2; **11** B-Q3, O-O; **12** Kt-B3, Kt-Kt3; **13** Kt-K2, P-QB4; **14** Q-Q2 (1), P-B3. (Diagram, p. 88.)

	41	42	43	44	45
15	K-R sq B-B2		B-Q2	QR-B sq Kt-K4	B-B3 B-B2
16	QR-B sq (2) R-Kt sq		QR-B sq P-QR3	Kt×Kt (9) BP×Kt	Kt-Kt3 P-QR3
17	Kt-Kt3 P-Kt4	KKt-Kt sq P-Kt4	Kt-Kt3 R-B sq (7)	K-R sq Q-R5	Kt-B5 P-Kt4!
18	Kt-B5 P-B5	P-B4 P-B5	Kt-B5 B×Kt	P-B4 R-B3+	QR-Bsq(10) Kt-Kt2 (11)
19	B-Kt sq (3) P-Kt5	B-Kt sq P-Kt5	P×B Kt-K4		P-Kt4 B×Kt
20	B-Q4 B-R3!	B-Q4 P-B6	Kt×Kt (8) QP×Kt		KtP×B(12) Kt-K4
21	R-Kt sq P-B6 (4)	Q-Q sq Kt-B5	KR-Q sq R-KB2		Kt×Kt — QP×Kt — (dia.) (13)
22		Kt-B3 B-Kt3	B-K4 — R-Q2 —		
23		P-B5 (5) KKt-K4 (6)			

(1) Or 14 R-B sq, P-B3; 15 K-R sq, B-B2; 16 Kt-Kt3, (if) Kt-B5; 17 Q-Q2, and White has saved time.

(2) 16 Kt-K sq, R-Kt sq; 17 Kt-Kt3, P-Kt4; 18 Kt-B2, P-Kt5; 19 Kt-K3, Kt-K4!.

(3) The continuation of this column is given in the *Schachzeitung*. The *Handbuch* treats it as suggestive but open to question.

If 19 B-K2, Kt-Kt2; 29 KKt-Q4 (if 20 B-Q4, B-Kt3), B-Q2; 21 P-B4, Kt-B4+.

If 19 B-K2, P-Kt5; 20 B-Q4, P-B6; 21 Q-Q sq, Kt-KB5 (B-Kt3?; 22 P-QR3); 22 P-Kt4, Q-K sq; 23 B-Q3, Kt×B; 24 Q×Kt, B×Kt; 25 KtP×B, Q-Kt4+.

(4) 22 Q-K2, Kt-QB5 ; 23 Q-K sq, Kt-B5 ; 24 P-Kt4, Kt-QKt7 ; 25 P-Kt5, QKt-Q6 ? ; 26 P×P +. Mr. Monck proposes 25 ..., P-Kt3, (if) 26 P×P, R×P giving up the exchange.

(5) 23 B×B, Q×B ; 24 Q-K sq, Q-K6 ; 25 P-B5, KKt-K4+.

(6) 24 Kt×Kt, BP×Kt ; 25 B×B, Q×B ; and the *Handbuch* notes that after 26 R-B3, Kt-Q7 ; 27 R-R3, Q-B7 ; 28 B-Q3, B-Q2 White has no attack left.

(7) Or 17 ..., B-Kt5 ; 18 Kt-B5, P-B5 ; 19 B-K2. (*Handbuch.*)

(8) Or 20 B×Kt.

(9) Neumann *v.* Mortimer. If 16 K-R sq, Kt×B ; 17 Q×KKt, Q×K sq ; 18 Kt-R4, B-Q sq, &c.

(10) If 18 Kt×QP, P-Kt5+.

(11) 18 ..., B×Kt ? ; 19 P×B, Kt-K4 ; 20 Kt×Kt, BP×Kt ; 21 P-B4, Kt-Kt2 ; 22 P-B6, R×P ; 23 P×P, P×P ; 24 R×R, Q×R ; 25 R-KB sq, Q-Q sq ; 26 B-K4, Q-R5 ; 27 B-B5, P-K5 ; 28 P-Q6, B×P ; 29 Q-Q5 ch, K-R sq ; 30 B×P ch, K×B ; 31 Q×Kt ch, and wins. (Freeborough *v.* Clarke.)

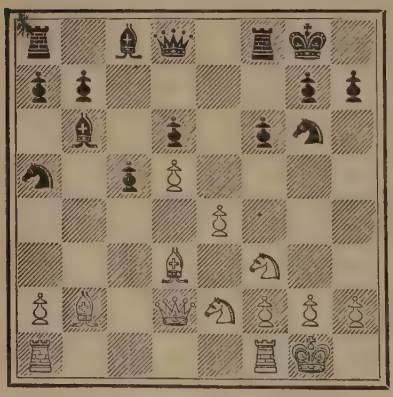
Or 18 ..., P-Kt5 ! ; 19 B-R sq, B-Kt3 ; 20 P-Kt4, B×Kt ; 21 KtP×B, Kt-K4 ; 22 Kt×Kt, QP×Kt ; 23 K-R sq, Kt-Kt2 ; 24 R-KKt sq, K-R sq ; 25 R-Kt3, Kt-Q3 ; 26 QR-KKt sq, R-R2, and Black won.

If 18 ..., P-B5 ; 19 B-Kt sq, Kt-Kt2 ; 20 KKt-Q4, with a good position.

(12) 20 KP×B, Kt-K4 ; 21 Kt×Kt, QP×Kt.

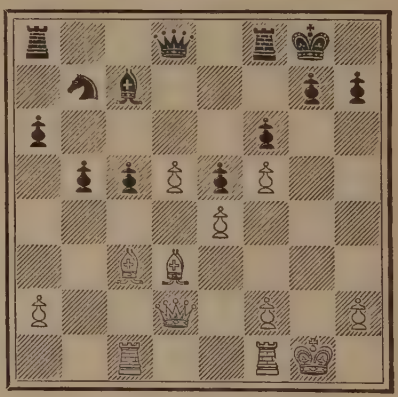
(13) Continued 22 K-R sq, P-B5 ; 23 B-B2, P-QR4 ; 24 R-KKt sq, P-Kt5 ; 25 B-R sq, Kt-B4 ; 26 Q-R6, Q-Q2 ; 27 R-Kt2, B-Q3 ! ; 28 QR-KKt sq, R-B2 ; 29 R-R3, K-B sq ; 30 Q×RP. If 25 Q-R6, Q-Q2 ; 26 B-Q2, B-Kt3 ; 27 R-Kt2, P-B5, &c.

(Cols. 41–45.)



After Black's 14th move.

(Col. 45.)

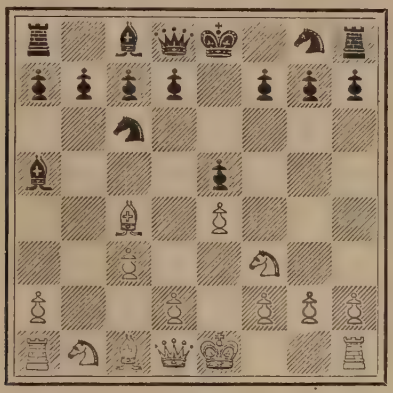


After Black's 21st move.

SECTION XIV

THE EVANS GAMBIT (PART II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4.



THE variation of the Evans Gambit commencing, as in the position above, with Black's move 5 ..., B-R4 has received much attention from experts, particularly in Germany. The result of their labours is an accumulation of analysis that has, to some extent, defeated its own object, and left this division of the Evans as intricate as ever in some of its principal variations. In the early days of this opening the move 5 ..., B-R4 was thought preferable to 5 ..., B-B4, for the simple reason that when placed on the latter square the Bishop was liable to attack by the advance of White's Queen's Pawn, while if it was intended that he should afterwards retire to Kt3 it made no difference.

The objection to 5 ..., B-R4 was that White could continue by 6 O-O, P-Q3; 7 P-Q4, P×P; 8 Q-Kt3 without fear of Kt-QR4. This is now known as Waller's Attack. It was analysed by Mr. G. Waller of Dublin in the *Chess Players' Chronicle* for 1848. The analysis is also given in Staunton's *Chess Players' Companion.*

To get rid of this attack the defence was strengthened by the substitution of an older form mentioned as best by Walker in the *Philidorian* (1838):—6 O-O, Kt-B3, instead of 6 ..., P-Q3, or B-Kt3. 6 ..., Kt-B3

leads to the Richardson Attack by 7 P-Q4, O-O; 8 Kt × P (Cols. 31–40). Mr. P. Richardson of New York has the credit of introducing this line of play, which brings about some extremely critical and beautiful situations. It can be avoided by 7 ..., Kt or P × P (Cols. 21–23), or 7 ..., P-Q3 (Col. 24), but analysis has shown that the attack may be met on its merits, and that it ought to turn out to the advantage of the second player.

After some fluctuations of opinion with regard to the best way of treating the defence 6 ..., Kt-KB3, the conclusion has been generally accepted that it is better for White to play 6 P-Q4 than to castle. 6 P-Q4 was further suggested by Mr. Stanley in the *American Magazine* (1847) and further improved by Morphy (1859) after 6 ..., P × P; 7 O-O, Kt-KB3, by the continuation 8 B-R3: it completes the dividing line between the two main variations of the Evans Gambit. After 6 P-Q4 the play is altogether different. White gives up three Pawns, including the gambit Pawn, in the continuation 6 ..., P × P; 7 O-O, P × P (the "Compromised Defence"); and obtains in return a strong attack, on Mr. Waller's principle, by 8 Q-Kt3 (Cols. 43–60). It is necessary to break the force of this attack, otherwise White should win by the time gained, and Black accordingly takes an early opportunity of playing P-QKt4, thereby returning one of the Pawns he has in hand in order to free his Queen's Bishop and Queen's Rook. This course was originally proposed and generally practised by Anderssen. It was approved by Zukertort, who enriched it with numerous analytical variations and suggestions (see *Westminster Papers*, 1874, also the *Chess Monthly*). In its advanced stages it calls into exercise profound judgment of the value of position and the force of various pieces acting in combination. The researches of the most careful analysts have, however, frequently proved unequal to the resources of the attack in actual play.

Another defence, suggested by the Rev. T. C. Sanders, and analysed by Messrs. Pierce and Ranken, springs from the moves 6 O-O, P-Q3; 7 P-Q4, B-Q2 (Cols. 11–15). It avoids the *mêlée* of pieces which characterises the two variations last named, but substitutes other difficulties, and demands careful management to keep clear of disaster. Mr. Steinitz has more recently tried 6 O-O, Q-B3 (Cols. 6–10); but this variation has little to recommend it, and is not generally considered sound.

According to several eminent authorities, the best way of treating the Evans Gambit is to decline it. This leads to an entirely different class of positions, which have, of late years, received considerable attention, and the analysis has been enlarged in consequence.

TABLE 51.—THE EVANS GAMBIT (PART II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4. (Diagram, p. 89.)

	1	2	3	4	5
6	Q-Kt3	O-O			
	Q-K2 (1)	P-Q3 (3)			KKt-Kt2
7	B-R3 (2)	P-Q4			Kt-Kt5
	P-Q3	P×P(dia., p. 92)(4)			P-Q4
8	P-Q4	P×P	Q-Kt3 (7)		P×P
	P×P	Kt-B3? (5)	Q-B3	Q-K2 (10)	Kt×P
9	O-O	P-K5	P-K5	P-K5	P-Q4 (14)
	Kt-B3	P×P	P×KP	P×KP	O-O
10	P-K5	Q-Kt3 (6)	R-K sq (8)	R-K sq	P×P
	Kt-K5	Q-K2	B-Q2 (9)	B-Q2	B-K3
11	R-K sq	P×P+	B-KKt5	B-R3 (11)	Q-R5
	Kt-B4		Q-B4	Q-B3	P-KR3
12	B×Kt		Q×P	Kt×KP	Kt×B
	P×B		R-B sq!	O-O-O (12)	P×Kt
13	P-K6		B-Q5	Kt×P	B×RP (15)
	P-B3		R-Kt sq	P×P	
14	Kt-R4		R×P ch	Kt×QR(13)	
	P-Kt3		Q×R	Kt×Kt	
15	P-B4		B×P ch	B-Kt4	
	O-O		K-B sq	B-Kt3	
16	P-B5		Q×R ch	Q-B2	
	P-KKt4		Kt×Q	Kt-R3	
17	Kt-B3		Kt×Q	Kt×P+	
	B-Kt3		P×P		
18	P-QR4		B-Kt3+		

(1) 6 ..., Q-B3; 7 P-Q4, P×P; 8 O-O, B-Kt3; 9 P-K5, Q-B4; 10 B-R3. The column is Kipping *v.* Pinder, and White won.

(2) If 7 P-Q4, P×P; 8 O-O, B-Kt3; 9 B-R3, P-Q3; 10 B-QKt5, B-Q2. Or 9 ..., Q-B3; 10 P-K5, Q-B5; 11 P×P, B×P; 12 P-Kt3.

(3) If 6 ..., B-Kt3; 7 P-Q4, P×P; 8 P-K5, P-Q4; 9 P×P, *en pas.* (Ghulam Kassim), P×P!. If 6 ..., Kt-B3; 7 Kt-Kt5, O-O; 8 P-B4.

(4) Or 7 ..., B-KKt5 (Alapin's Defence); 8 Q-R4, P×P; or 8 Q-Kt3, Q-Q2; 9 B×P ch, Q×B; 10 Q×P, KKt-K2; 11 Q×R ch.

If 8 B-QKt5, P×P; 9 P×P, B-Q2; 10 B-Kt2, Kt-R3. Or 8 Q-R4, B×Kt; 9 P×B, P×P; 10 P×P, Q-B3; 11 P-Q5, Q×R; 12 P×Kt, B×P ch; K-B sq.

(5) If 8 ..., Q-K2; 9 P-Q5, Kt-K4; 10 Kt×Kt, Q×Kt; 11 Q-R4 ch, B-Q2; 12 Q×KB, Q×R; 13 Kt-B3, and wins.

(6) If 10 B-R3, B-K3.

(7) Waller's Attack. After 7 ..., B-KKt5; 8 Q-Kt3, (if) Q-Q2; 9 B×P ch, Q×B; 10 Q×P, &c. Tschigorin played 8 Q-R4, or 8 B-QKt5.

(8) 10 B-KKt5, Q-B4; 11 Kt×KP (Morphy *v.* Kipping), Q×Kt; 12 B×P ch, K-B sq+. See diagram below.

(9) If 10 ..., Kt-R3; 11 B-KKt5, Q-B4; 12 Q-R3+. If 10 ..., B-Kt3; 11 B-KKt5, Q-B4; 12 Kt×KP, Kt×Kt; 13 P-B4 (or Q-Kt5 ch! (C. E. R.)), P×P dis ch; 14 K-R sq, B-Q5; 15 Kt×P, K-B sq; 16 QR-Q sq, Kt×B; 17 Q×Kt, B-K3; 18 Q×KB, P-KB3; 19 Kt-K4+.

(10) 8 ..., B-K3; 9 B×B, P×B; 10 P×P, Q-Q2; 11 P-Q5, Kt-Q sq; 12 P×P, Kt×P; 13 Q×P+.

(11) Or 11 B-Q5 (Lange), B-Kt3; 12 B×Kt, P×B; 13 B-R3, Q-B3; 14 P×P+.

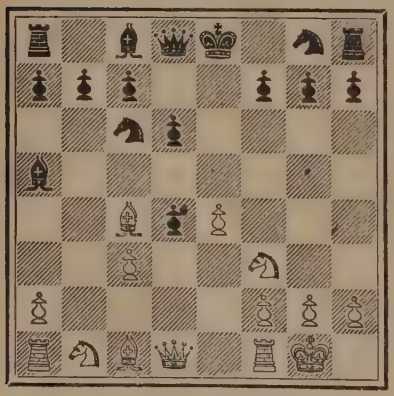
(12) Not advisable to take the Knight.

(13) If 14 Kt×KR, P-B7; 15 B-Kt2, B×R, and wins.

(14) Or 9 Kt×BP, K×Kt; 10 Q-B3 ch, and either draws by perpetual check, or secures the best position.

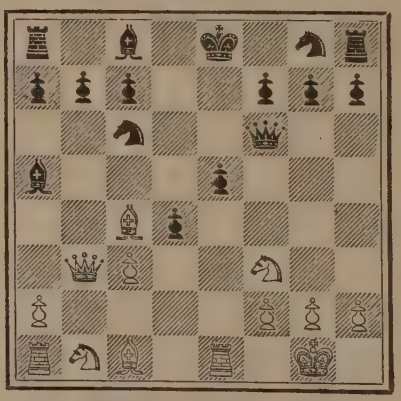
(15) The *Handbuch* gives 13 ..., R-B2; 14 R-Q sq+; if 14 ..., Q-K2; 15 B-KKt5, Q moves; 16 B-Q3, &c.

(Cols. 2–4.)



After Black's 7th move.

(Col. 3.)



After White's 10th move.

TABLE 52.—THE EVANS GAMBIT (PART II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4; **6** O-O, Q-B3.

(Steinitz' Defence.)

	6	7	8	9	10
7	P-Q4		B-Kt3	Kt-R3	P-KR3 (14)
	KKt-K2				
8	B-KKt5 (1)		Q-R4	B-KKt5	Q-R4 (15)
	Q-Q3 (dia.)		P×P (10)	Q-Q3	B-Kt3
9	P-Q5	Q-Kt3 (4)	P-K5	P-Q5	B-QKt5
	Kt-Q sq	O-O	Q-Kt3	Kt-Q sq	KKt-K2
10	Q-R4	Kt-R3 (5)	P×P	Q-R4	B-R3
	B-Kt3 (2)	P-QR3	Kt-QP	B-Kt3	P×P
11	Kt-R3	B×P ch (6)	Kt×Kt	Kt-R3	P-K5
	P-QB3	R×B	B×Kt	P-QB3 (12)	Q-Kt3
12	QR-Q sq	Kt-B4	B×P ch	B-K2	P×P
	Q-Kt sq	Q-Kt3 (7)	(11)	B-B2	(16)
13	B×Kt	QKt×P (8)		Kt-B4	
	K×B	Kt×Kt		Q-B sq (dia.) (13)	
14	P-Q6 ch	Kt×Kt			
	K-B sq	Q-K3			
15	Q-Kt4	Kt×R			
	P-KB3 (3)	K×Kt			
16		B×Kt			
		Q×Q			
17		P×Q			
		B×P (9)			

(1) 8 Kt-Kt5, P-KR3!; 9 Kt×P, R-B sq; 10 Kt×KP, Kt×Kt; 11 P×Kt, Q×P+.

(2) 10 ..., P-QKt3; 11 Kt-R3, P-QR3; 12 B-Q3!, B×P; 13 QR-Kt sq (if 13 QR-B sq, Q-Kt5), B-Kt2; 14 Kt-B4, Q-B4!; 15 B-K3, P-QKt4; 16 B×Q, P×Q; 17 P-Q6, and wins a piece.

(3) Continued 16 B-Kt3, or K-R sq, followed by Kt-R4 or K sq, and P-KB4. (C. E. R.)

(4) 9 Q-R4, B-Kt3; 10 Kt-R3, P×P; 11 Kt-Kt5, Q-Kt3!; 12 P×P, P-QR3; 13 P-Q5, Kt-K4; 14 Kt×Kt, Q×B; 15 Kt-KB3, Q-R3; 16 B-Kt3, O-O; 17 QR-B sq, P-QB3; 18 QKt-Q4, P-QB4. (Gunsberg *v.* Steinitz.)

(5) Threatening 11 Kt-Kt5, Q-Kt3; 12 B×Kt, Kt×B; 13 Kt×KP.

(6) Or 11 B-Q5. (C. E. R.)

(7) If 12 ..., Q-K3; 13 P-Q5, Q-Kt3 or 5; 14 P×Kt, Kt×P!; 15 QKt×P, Kt×Kt; 16 Kt×Kt, Q-K3; 17 Kt×R.

(8) If 13 B×Kt, P-Q3!; 14 B-R4, P-Kt4; 15 QKt-Q2, K-R sq, &c. (C. E. R.)

(9) Continued 18 QR-B sq, B×P; 19 B-Q8, P-B3; 20 B-B7+. (C. E. R.)

(10) Or 8 ..., Kt-Q sq; 9 P-Q5, reverting to Col. 6. If 8 ..., Kt-QR4; 9 B-Q3+.

(11) Continued 12 ..., Q×B; 13 Q×B, Kt-K2; 14 B-R3, O-O; 15 Kt-B3, R-K sq; 16 B×Kt+.

(12) Or 11 ..., Q-KKt3!. (Steinitz.)

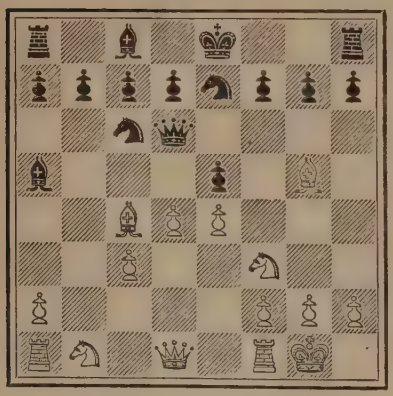
(13) Continued 14 P-Q6!, B×P! (if 14 ..., P-Kt4; 15 P×B, Kt-Kt2; 16 Q-R3, &c.); 15 Kt-Kt6, R-QKt sq; 16 Q×RP, Kt-Kt sq!. Steinitz, against Tschigorin, played 16 ..., Kt-K3; and against Gunsberg 16 ..., Kt-Kt5?.

(14) Considered a safe reply by Mr. Steinitz.

(15) 8 B-QKt5, KKt-K2; 9 B-R3, P×P (B-Kt3! (Steinitz)); 10 P×P!. Mr. Ranken suggests 8 P-Q5, Kt-Q sq; 9 Q-R4, B-Kt3; 10 B-R3, with a good game. If 8 Q-Kt3, KKt-K2; 9 P×P, Kt×P; 10 Kt×Kt, Q×Kt; 11 B×P ch, K-Q sq, and Steinitz likes Black's game.

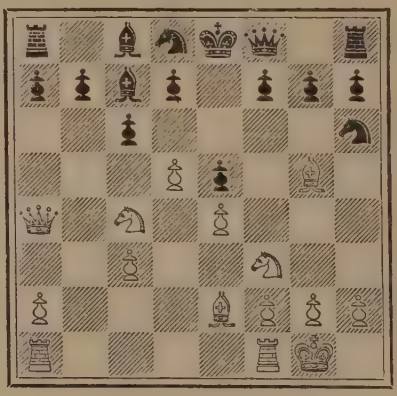
(16) Continued 12 ..., Kt-Q4; 13 R-K sq!, Kt-B5 (QKt-K2! (Steinitz)); 14 P-Kt3, Kt-R6 ch; 15 K-Kt2, Q-Kt5; 16 QKt-Q2, Kt-Kt4; 17 B-Kt2!, Kt-K2 (17 ..., O-O; 18 P-Q5+); 18 B-K2, Kt-K3 (or 18 ..., Q-K3); 19 K-R sq, Q-B4; 20 Kt-R4+.

(Col. 6.)



After Black's 8th move.

(Col. 9.)



After Black's 13th move.

Table 53.—THE EVANS GAMBIT (Part II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4; **6** O-O, P-Q3; **7** P-Q4, B-Q2 (1).

	11	12	13	14	15
8	P×P (dia., p. 96) P×P			Kt-Kt5 Kt-R3	
9	Q-Q5 Q-K2	 Q-B3 !	Q-Kt3 Q-K2	P-Q5 Kt-K2 (6)	P-B4 P×QP
10	B-R3 Q-B3	B-KKt5 Q-K3	B-R3 Q-B3	Kt-K6 (7) P×Kt	P-K5 O-O (11)
11	B-Kt5 B-Kt3	Q-Kt5 Q-Q3	Kt-Kt5 (5) Kt-R3	P×P B×B3	P-K6 B×KP (12)
12	Kt-Q2 (2) KKt-K2	Q-Kt3 (3) Q-Kt3	P-R4 — B-Kt3 —	Q-R5 ch Kt-Kt3	B×B P×B
13	Q-Kt3 O-O-O	R-Q sq B-B sq (4)		B-KKt5 Q-B sq	Kt×KP Q-B3
14	Kt-B4 — —	Kt×P Q×B		P-B4 (8) P×P	Kt×R R×Kt (13)
15		Kt×P Q-K2		B×P (9) P-Kt4 (10)	
16		Kt×R+			

(1) Suggested by the Rev. T. C. Sanders: if 8 Q-Kt3, Q-B3; 9 P×P, P×P; 10 R-Q sq, P-KR3; 11 B×P ch, Q×B; 12 Q×Q ch, K×Q; 13 R×B ch, KKt-K2.

(2) If 12 B×Kt, B×B; 13 Q×KP ch, Q×Q; 14 Kt×Q, B-Kt4; 15 R-K sq, P-KB3; 16 Kt-B3, O-O-O +: if 15 R-Q sq, P-KB3; 16 Kt-B3, B-K7; 17 R-Q2, B×Kt; 18 P×B, Kt-R3, &c.

(3) Or 12 B-Q5, B-Kt3; 13 R-Q sq, &c.

(4) If 13 ..., B-KKt5; 14 B×P ch, Q×B; 15 Q×P.

(5) If 11 R-K sq, R-Q sq, &c.

(6) 9 ..., Kt-QKt sq is also a safe defence.

(7) This ingenious attack is the invention of Mr. Fraser.

(8) Mr. Fraser played 14 B-Q5, which should have been answered by B×B, and then Kt-B4.

(9) If 15 R×P, B-Kt3 ch; 16 K-R sq, B-K6+.

(10) See diagram. If 16 KB×P, B-Kt3 ch; 17 K-R sq, B×B; 18 Q×B ch, P-B3; 19 Q-B4, Kt-Kt5+.

If 16 B-Q3, B-Kt3 ch; 17 K-R sq, O-O+.

If 16 B×Kt, P×QB; 17 B-Kt3, Q-Q sq+.

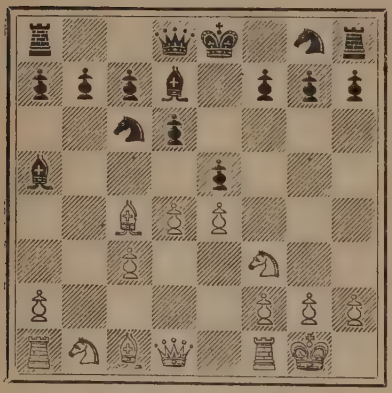
If 16 B-QKt3, Q-Kt2; 17 B×Kt (if 17 B-Kt5, B-Kt3 ch; 18 K-R sq, B×P; 19 Q-K2, Kt-K4+), B-Kt3 ch; 18 K-R sq, B×P; 19 Q×P ch, B-B3; 20 Q-K2, Kt-R5; 21 B-R4, B×B; 22 B×P (if 22 Q-Kt4 or B4, Kt×P+; if 22 Q-R5 ch, Kt-Kt3; 23 B×P, B-B3), B-B3; 23 Q-R5 ch, Kt-Kt3; 24 Q-Kt4 (if 24 Q-R3, Kt-R5), R-KKt sq; 25 B-B5, Kt-K2; 26 Q-R5 ch, R-Kt3+. (Ranken.)

(11) If 10 ..., P×KP; 11 B-R3, &c.

(12) If 11 ..., P×KP; 12 Q-Q3, Kt-B4; 13 Kt×KP; or 12 ..., P-KKt3; 13 Q-R3, K-Kt2; 14 B×P+.

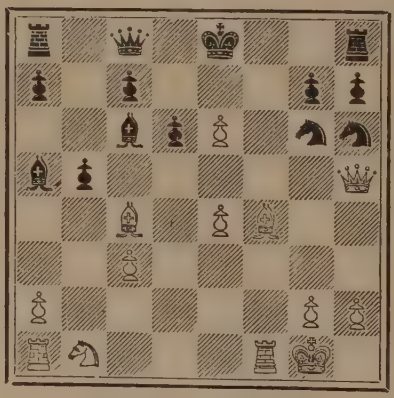
(13) Tschigorin *v.* Alapin continued 15 P×P, Kt×P; 16 B-Kt2, B-Kt3; 17 K-R sq, KKt-B4; 18 Q-Q3, Kt-K7; 19 B×Q, Kt(B4)-Kt6 ch; and Black won. The *Field* suggests 15 Q-Kt3 ch, K-R sq; 16 Q×P, Kt-Q sq; 17 Q-Kt5, B-Kt3; 18 Q-Q3, P×P dis ch; 19 B-K3, P-B7+.

(Cols. 11–15.)



After Black's 7th move.

(Col. 14.)



After Black's 15th move.

Table 54.—THE EVANS GAMBIT (Part II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4; **6** O-O, Kt-B3.

	16	17	18	19	20
7	Kt-Kt5				B-R3
	O-O				P-Q3
8	P-B4				P-Q4
	P-Q4 !				O-O (4)
9	P×QP				P×P
	Kt×P				KKt×P
10	B-R3 (1)				Q-B2 (5)
	Kt×KBP				Kt-B4
11	R×Kt (2)		Kt×BP		B×Kt
	Q×Kt		R×Kt		P×B
12	R-B sq		B×R ch	Q-Kt3	QKt-Q2
	B-Kt3 ch		K×B	Q-K sq	R-Kt sq
13	K-R sq	P-Q4	P-Kt3	B×R ch	QR-Q sq
	Kt-R4	Kt-R4	B-Kt3 ch (3)	Q×B	Q-K2
14	B×R	B×R	P-Q4	Q×Q ch	KR-K sq
	Kt×B	Kt×B	Kt×P	K×Q	P-QKt4
15	B-R3	B-B5	BP×Kt	P-Kt3	B-Q3
	B-K3 +	B×B	B×P ch	B-Kt3 ch	P-KR3 +
16		P×B	K-R sq	P-Q4	
		B-K3	Q-Q4 ch	B-R6	
17		Q-B sq	Q-B3	R-B2	
		Q×Q	Q×Q ch	Kt×P	
18		R×Q	R×Q	BP×Kt	
		QR-Q sq +	B-Kt5	B×P	
19			R-B sq	P×Kt	
			B-K7	B×QR	
20			Kt-Q2	P×P ch	
			B×QR +	K-K3 +	

(1) Mr. Fraser suggests, as possibly a little better for White, either 10 Q-R5, followed by 11 B-R3; or 10 P×P, (if) Kt×P; 11 Q-R5; or if 10 ..., Q×Kt; 11 B×Kt.

(2) 11 P-R4, P-KR3; 12 Kt×P, R×Kt; 13 B×R ch, K×B; 14 P-Kt3, B-Kt3 ch; 15 P-Q4, Kt×P; 16 KtP×Kt, Kt-B7 dis ch+.

(3) Mr. Wayte's correction of the *Handbuch*, continued on move 19 by Mr. Ranken.

(4) 8 ..., B-Kt3; 9 P×KP, P×P; 10 Q-Kt3, Kt×KP; 11 B×P ch, K-Q2; 12 Q mates. (Bird *v.* Wisker.) Compare this column with No. 23.

(5) If 10 B-Q5, Kt×BP. If 10 Q-K2, Kt-B4. If 10 P×P, Kt×QP.

Table 55.—THE EVANS GAMBIT (Part II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-Q Kt4, B×KtP; **5** P-B3, B-R4; **6** O-O, Kt-B3.

	21	22	23	24	25
7	P-Q4				
	Kt×KP		P×P	P-Q3	O-O
8	R-K sq (1)		B-R3!	Q-R4	P×P (15)
	Kt×QBP(2)	P-Q4	P-Q3 (11)	P×P	KKt×P
9	Kt×Kt (3)	R×Kt	P-K5	P-K5	B-Q3 (16)
	B×Kt	P×R (7)	P-Q4 (12)	Kt-KKt5	P-Q4!
10	Q-Kt3	Kt-Kt5	B-Kt5	BP×P	Q-B2
	B×KR	B-K3 (8)	Kt-K5	B-Q2	B-B4!
11	B×P ch	P-Q5	P×P (13)	Q-R3	Kt-Q4
	K-B sq	B-Kt3 (9)	B-Q2	B-Kt3	B-KKt3!
12	B-Kt5	B-Kt3	Q-Kt3	B-KKt5	P-KB4
	Kt×P	P-K6	P-QR3	P-B3	Q-Q2
13	Q-K3 (4)	P×B (10)	B-Q3	P×QP	B-K3
	Kt-B4!	P×P ch	B-B sq	P×P	P-QR3 (17)
14	Q-R3 ch	K-B sq	R-B sq	R-K sq ch	Kt×Kt
	Kt-K2 (5)	Q×Q ch	B-Kt3	Kt-K2	P×Kt
15	Kt×P	B×Q	R×Kt	B-B4	P-B4
	P-Q3	P-B3+	P×R	B-B2	B-Kt3
16	Q-KB3 (6)		Q-B2	Kt-B3	P-QB5
			B-Kt2	K-B sq (14)	B-R2
17			QKt-Q2	R×Kt	B-Q4 —
			Kt×Kt	Q×R	—
18			Q×Kt	Kt-Q5+	
			P-R3		
19			QR-K sq+		

(1) Or 8 P-Q5 (E. F.), Kt×QBP? (Kt-K2!); 9 Kt×Kt, B×Kt; 10 P×Kt, B×R; 11 B-KKt5, P-B3; 12 Q×B, (if) P×B; 13 Q×P ch, K-B sq; 14 Q-Q5, Q-B3; 15 P×KtP; or 13 ..., Q-K2; 14 Q×BP, Q-B3; 15 R-K sq ch, K-B sq; 16 P×QP or KtP. (Monck.)

Or 8 P×P, Kt×QBP; 9 Kt×Kt (or Q-Kt3, or B×P ch (Monck)), B×Kt; Q-Kt3, &c.

If 8 Kt×P, P-Q4 (Kt×Kt!); 9 Kt×Kt, P×Kt; 10 Q-R4+.

(2) If 8 ..., Kt-Q3; 9 B-KKt5, P-B3; 10 P×P, P×B; 11 P×Kt ch, K-B sq; 12 Q-Q5, Q-B3; 13 Kt×P, and wins.

(3) 9 Q-Kt3, Kt×Kt; 10 B×P ch, K-B sq; 11 B-Kt5, Kt×P; 12 Q-K3, Kt×Kt ch; 13 P×Kt, B-Q7+. (Monck.)

(4) If 13 Q-R3 ch, B-Kt5, followed by 14 P-B4+.

(5) Mr. Ranken suggests here 14 ..., B-Kt5, as in Note 4. Mr. Monck continues 15 Q×B ch, P-B4!; 16 Q-Kt4, Kt-R3+.

(6) Cook's *Synopsis* works out this important column to White's advantage by 16 ..., B×P ch; 17 K×B, B-B4; 18 B-K6, P×Kt; 19 B×B, Q-Q5 ch; 20 K-Kt3, K-K sq; 21 R-Q sq, Q×R; 22 Q×Q, Kt×B ch; 23 K-Kt4, P-KKt3; 24 Q-Q5+. Mr. Ranken notes that the win for White is inconclusive, for 23 ..., Kt-Q3 or 5 is better than P-KKt3; if 23 ..., Kt-Q3; 24 Q-Q5, K-Q2; 25 Q×KP, QR-K sq, &c.

(7) If 9 ..., P×B; 10 Kt×P, O-O; 11 Q-R5 (or Kt×Kt first), Kt×Kt; 12 R-R4+.

(8) 10 ..., O-O; 11 Q-R5, P-KR3; 12 Kt×P, R×Kt; 13 B×R ch, K-B sq; 14 B-R3 ch, Kt-K2; 15 B-Kt3, and wins—a frequent variation.

(9) 11 ..., Q-Q2; 12 Q-Q2, O-O-O; 13 P×B+.

(10) Or 13 Kt×B, P×Kt; 14 P×Kt, P×P ch; 15 K-B sq, Q×Q ch; 16 B×Q, P×P; 17 B-B3, O-O-O+. (C. E. R.)

(11) If 8 ..., P-Q4; 9 P×P, Kt×P; 10 Q-Kt3+.

(12) If 9 ..., P×P; 10 Q-Kt3, &c. If 9 ..., Kt-K5; 10 P×P (Q6), Kt×P (Q3); 11 R-K sq ch +. If 9 ..., Kt-KKt5; 10 P×P (Q5), BP×P; 11 Kt×P, O-O; 12 Kt×Kt, P×Kt; 13 QB×P, R-K sq; 14 Q-B3+; or White may play 11 R-K sq ch, Kt-K2; 12 B-Kt5 ch, K-B sq!; for if 12 ..., B-Q2; 13 B×QP+.

(13) Morphy *v.* Greenaway, transposing 6th and 7th moves. A game of Mackenzie's at the odds of Queen's Rook is continued: 11 Kt×P, B-Q2; 12 Kt-Kt3, B-Kt3; 13 Q×P, Kt×KBP; 14 Kt-B5, Kt-K2; 15 Kt×B, Kt-R6 dbl ch; 16 K-R sq, Kt×Q; 17 Kt-B6 mate. After 11 P×P as in the column if 11 ..., Q-Q2 (instead of B-Q2); 12 Q-R4, &c.

(14) Or 16 B-B3!. (C. E. R.)

(15) The column is Mr. W. T. Pierce's analysis, given in the *Huddersfield College Magazine*, vol. vi. p. 191. Oxford *v.* Cambridge (1849) played 8 B-R3, P-Q3; 9 P×P, KKt×P; 10 Q-B2, which transposes into Col. 20.

(16) If 9 R-K sq, P-Q4; 10 P×P *en pas.*, Kt×QP; 11 B-KKt5, Q-Q3. (Gossip.)

(17) Or 13 ..., B-Kt3!. (C. E. R.)

Table 56.—THE EVANS GAMBIT (Part II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4; **6** O-O, Kt-B3; **7** P-Q4, O-O.

	26	27	28	29	30
8	P×P		B-KKt5	Q-B2	
	KKt×P		P-KR3 (4)	P-Q3?	Q-K2!
9	Q-B2 (1)	B-Q5	B-R4	P×P	P×P (5)
	P-Q4	Kt-B4! (2)	P-Q3	QKt×P	QKt×P
10	R-Q sq	Kt-Kt5	Q-Q3	Kt×Kt	Kt×Kt
	B-K3	Kt×P (3)	B-Kt3	P×Kt	Q×Kt
11	B-K3	P-KB4	QKt-Q2	B-R3	B-Q3
	P-B4	P-KR3	P-KKt4	R-K sq	Kt-Kt5
12	B×QP	P×Kt	B-Kt3	R-Q sq	P-Kt3
	B×B	P×Kt	Kt-KR4	Kt-Q2	B-Kt3
13	P-B4	Q-R5		Q-Kt3	Kt-R3
	Kt-Kt5	Kt-K3		Q-B3	P-Q4
14	Q-Kt2	R-B3+		R-Q3	B-KB4 (6)
	P-B5			Q-KKt3	Q-R4
15	B-B sq			Q-R4	P-R4
	Kt×BP			B-Kt3	P-KR3
16	K×Kt			R-B3+	K-Kt2
	B-Kt3 ch				P-Kt4
17	K-K sq				P-B3
	B×Kt				P×B
18	R×Q				P×Kt
	QR×R+				Q×KtP (7)

(1) If 9 Q-Q5, Kt×QBP; 10 Q-Q3, P-Q4; 11 B-Kt3, Kt×Kt; 12 R×Kt, Kt-K2+. If 9 B-R3, P-Q3 runs into Col. 20. If 9 B-Q3, P-Q3; 10 Q-B2, B-B4; 11 Kt-Q4, B-KKt3. (Pierce.)

(2) If 9 ..., B×P; 10 B×KKt, B×R; 11 B×P ch, K×B; 12 Kt-Kt5, K-Kt3; 13 Q-Kt4+. If 9 ..., Kt×QBP; 10 Kt×Kt, B×Kt; 11 Kt×Kt5, Kt×P; 12 Q-B2!. Mr. Monck's correction: if 12 Q-R5, P-KR3; 13 P-B4, Q-B3 (Budden); 14 P×Kt, B-Q5 ch, &c.

(3) If 10 ..., Kt-K3; 11 Q-R5, Kt×Kt; 12 B×Kt, Q-K sq.

(4) Mr. Potter gives 8 .., P-Q3; 9 P-Q5, Kt-Kt sq or K2; 10 B×Kt, P×B; 11 Kt-R4, K-R sq; 12 P-B4, &c. The column is by Mr. Ranken.

(5) Or 9 B-R3! (Wayte.)

(6) Or 14 K-Kt2! (C. E. R.)

(7) 19 R×P, Q-R6 ch; 20 K-B3, P-KR4+.

TABLE 57.—THE EVANS GAMBIT (PART II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-Q Kt4, B×Kt P; **5** P-B3, B-R4; **6** O-O, Kt-B3; **7** P-Q4, O-O; **8** Kt×P. (Richardson's Attack.)

	31	32	33	34	35
8	Kt×Kt?		Kt×KP		
9	P×Kt Kt×P		B-Q5 Kt×Kt (3)	B-R3 P-Q3	Q-R5 P-Q4!
10	Q-Q5 B×P		B×Kt Kt-Kt3 (4)	Kt×Kt P×Kt	Kt×BP R×Kt
11	Kt×B Kt×Kt		Q-R5 B-Kt3 (5)	Q-R4 B×P	B×P Kt-Q3
12	Q-B3! Kt-R5	P-Q4	B-Kt5 Q-K sq	Kt×B Kt×Kt	B×R ch (8) Kt×B+
13	Q-KKt3 P-Q4! (1)	P×P *en pas.* Kt-R5 (2)	Kt-Q2 Q-K3	Q×BP R-Kt sq	
14	B-KR6 P-KKt3	B-R3 P×P	P-KB4 (6) P-KB4	B×P ch R×B	
15	B×R P×B	QR-Q sq+	P-KKt4 — (7) —	Q×Kt — —	
16	B-R6+ B-B4				

(1) From the *Schachzeitung*. Or 13 ..., K-R sq; 14 B-KKt5, Q-K sq; 15 KR-K sq, Kt-Kt3; 16 B-B6, R-KKt sq; 17 B-Q3, P×B; 18 P×P, R×Q (if Q-B sq; 19 Q-R4, R-Kt3 (if P-KR3, 20 R-K8); 20 B×R, P×B; 21 R-K7, and wins); 19 R×Q ch, R-KKt sq; 20 QR-K sq, and mates in two moves. The column leaves White with a very slight advantage.

(2) 13 ..., Q-B3; 14 Q×Q, P×Q; 15 R-K sq, P×P; 16 B-Kt2+.

(3) Or 9 ..., Kt-B3. (W. W.) If 9 ..., Kt or B×QBP, then 10 Kt×BP.

(4) If 10 ..., Kt-B3; 11 P-Q5, Kt-K2; 12 P-Q6, P×P; 13 B-R3+.

(5) If 11 ..., P-QB3; 12 B-R3, R-K sq; 13 B-B2, P-Q4; 14 P-KB4+.

(6) Or 14 Q-B3 (C. E. R.) The following move in the column, 15 P-KKt4 is Mr. Fraser's suggestion: if 15 B-Q3, Q-K6 ch+. (Balson.)

(7) If 15 ..., Kt×P; 16 R×Kt, P×B; 17 R×R ch, K×R; 18 Q×P, Q×P ch; 19 K-R sq, and wins. (Dr. E. R. Lewis, Indianapolis.) Or 15 ..., P×B; 16 P-B5, Q-K sq; 17 P×Kt.

(8) If 12 B×Kt, R-B4! This column is given by Mr. Wayte in *B. C. M.*

Table 58.—THE EVANS GAMBIT (Part II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4; **6** O-O, Kt-B3; **7** P-Q4, O-O; **8** Kt×P, Kt×KP; **9** Kt×BP, R×Kt; **10** B×R ch, K×B; **11** P-Q5.

	36	37	38	39	40
11	Kt-K4 (1)			Kt-K2	
	Q-Q4	Q-R4 (6)		Q-R4 (8)	
12	Q-R5	B×P		B×P	
	R-K sq (2)	Kt×B		Kt×B	
13	Kt-Kt5	Kt×Kt		Kt×Kt	
	Q×Kt (3)	Q×B2	Q-Kt3	Q-Kt3 (9)	
14	Q×RP ch	Kt×QP	Kt-K7 ch	KKt×QP	QKt×P
	K-B sq	Q-K4	K-R sq	B-Kt5	B-Q2
15	Kt-B3	P-B3	Kt×B	P-B3	Kt-K7 ch
	Q-B3 (4)	Q×QKt	QR×Kt	KR-K sq !	K-R sq
16	P-QKt3+	P-Q3	P-Q3	K-Kt3 ! (10)	P-B3
	(5)	Q-Kt3	Q-B2	Q-KKt3	Q-B3 ch
17		Q-B3+	P-KR3	K-B2	
			Q×P ch	Q-R4	
18			Q×Q	P-KR3	
			R×Q ch	B×Kt	
19			K-B3	Kt×B	
			KR-QB sq	R-K3+	
20			B-B4 (7)		

(1) Introduced by Mr. J. A. Douglas, of New York. If 11 ..., Kt×QBP; 12 Q-R5 ch, K-Kt sq; 13 P×Kt+. (C. E. R.) If 11 ..., Kt-Kt sq; 12 P-Q6, P×P (or P-B3); 13 R-K sq, B×P; 14 R×Kt, B×R; 15 Q-R5 ch, K-B sq; 16 B-Kt5, B-B3; 17 B×B, P×B; 18 Q-R6 ch+.

(2) If 13 Q×QKt, P-Q3; 14 Q-B4 ch, Q×Q; 15 B×Q, B×P; 16 Kt×B, Kt×Kt.

(3) 14 R×Kt, Q×RP ch; 15 K-B sq, Q-R8 ch; 16 K-K2, Kt-B3+. If 14 P-KR3, QKt×BP or B-Kt3+.

(4) If 16 Q-K7 ch, K-Kt3; 17 R-K3, P-Q3; 18 R-Kt3 ch, B-KKt5+.

(5) Nash *v.* Ranken. (*B. C. M.*, 1882, p. 369.) If 16 ..., P-Q3; 17 B-B4, Q-R5 !. (Gattie.)

(6) White may also recover the piece, though less advantageously, by 12 Q-K2. If 12 QR5 ch, Kt-Kt3; 13 P-Q6, P-B3.

(7) 21 R×QKtP, Kt-Q6; 22 KR-B7, P-Kt3; 23 R×P, R×R; 24 R×R, Kt×P ch, &c.

(8) If 12 Q-R5 ch, K-Kt sq; 13 P-Q6, P×P+.

(9) If 14 Q-QB4, QKt×P; 15 B-Q2, P-QKt4; 16 Q-Kt3, Q-R5 !; 17 B×Kt, Q-QB5+.

(10) If 16 ..., K-B sq; 17 R×Kt, Kt×R; 18 R-K sq, &c.

Table 59.—THE EVANS GAMBIT (Part II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4; **6** P-Q4, P×P (1); **7** O-O.

	41	42	43	44	45
7	P-Q6? (2)	B×P	P×P		
8	Q-Kt3	Kt×B	Q-Kt3 (8)		
	Q-B3!	P×Kt	Q-K2		
9	R-K sq (3)	Q-Kt3 (4)	Kt×P (9)		
	P-Q3	Q-B3 (5)	Q-Kt5		B×Kt
10	P-K5	P-K5	B×P ch		Q×B
	P×P	Kt×P (6)	K-Q sq		Kt-B3 (10)
11	B-KKt5	Kt×Kt (7)	B-Kt5 ch		B-R3
	Q-Q3	Q×Kt	KKt-K2	Kt-B3	P-Q3
12	B×P ch	B×P ch	Kt-Q5	Kt-Q5	P-K5
	K-B sq	K-B sq	Q×Q	Q×Q	Kt-K5
13	QKt-Q2	B-R3 ch +	P×Q	P×Q	Q-Kt2
	B-Kt3		B-Kt3	P-KR3	QKt×P
14	Kt-B4		KR-B sq	B-R4	Kt×Kt
	B-K3		P-KR3	R-B sq	Q×Kt
15	B×B		R×Kt	B-Kt6	KR-K sq +
	Q×B		P×B	P-Q3	
16	KKt×P+		Kt×B	P-K5	
			BP×Kt	P×P	
17			R×KtP+	KR-Q sq+	

(1) 6 ..., P-Q3; 7 P×P (*a*), P×P; 8 Q-Kt3, &c.

(*a*) If 7 Q-Kt3, Q-K2; 8 P-Q5, Kt-Q5; 9 Q-R4 ch. If 7 ..., Q-Q2; 8 P×P, B-Kt3; 9 B-QKt5, P-QR3; 10 B-R4; or 8 O-O, B-Kt3; 9 B-QKt5, P-QR3; 10 B×Kt, Q×B.

(2) If 7 ..., Kt-B3; 8 B-R3, reverting to Col. 23.

(3) Or 9 P-K5, (if) Kt×P; 10 R-K sq if 9 ..., Q-Kt3; 10 R-Q sq. (C. E. R.)

(4) Or 9 B-R3, P-Q3; 10 Q-Kt3, or P-K5.

(5) If 9 ..., Q-K2; 10 B-R3, Q-B3; 11 P-K5, Q-Kt3; 12 Kt-Kt5.

(6) 10 ..., Q-Kt3; 11 Q×P transposes into Col. 48.

(7) Or 11 R-K sq, P-Q3; 12 Kt×Kt, P×Kt; 13 Q-Kt5 ch, P-B3; 14 R×P ch, Kt-K2; 15 Q-B5, &c. (C. E. R.)

(8) If 8 P-K5, KKt-K2; 9 Kt-Kt5 or Q-Kt3 turns out to Black's advantage.

(9) If 9 B-KKt5, Q-Kt5; 10 B×P ch, K-B sq, &c. (Wayte.)

(10) 10 ..., P-B3; 11 B-Q5, Q-Kt5; 12 Q-B2, KKt-K2; 13 R-Kt sq, Kt-Q5 (Hirschfeld *v.* Zukertort); or 11 B-R3, P-Q3; 12 B-Q5+.

TABLE 60.—THE EVANS GAMBIT (PART II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-Q Kt4, B×Kt P; **5** P-B3, B-R4; **6** P-Q4, P×P; **7** O-O, P×P.

	46	47	48	49	50
8	Q-Kt3				
	Q-B3				
9	B-KKt5	P-K5			
	Q-Kt3	Kt×P	Q-Kt3		
10	Kt×P	R-K sq	Kt×P		
	B×Kt	P-Q3	B×Kt	KKt-K2 (4)	(dia., p. 105)
11	Q×B	Q-R4 ch	Q×B	Kt-K2	
	P-B3 (1)	K-B sq	KKt-K2	P-Kt4	O-O?
12	B-B4	Kt×Kt	R-K sq! (2)	B-Q3 (5)	B-Q3
	P-Q3+	P-B7	O-O	Q-K3	Q-K3 (9)
13		Kt-Kt6 ch+	B-Q3	Q-Kt2	B×P ch
			P-B4	Kt-Kt3	K-R sq
14			B-QB4 ch	Kt-B4	Q-R4
			K-R sq	Kt×Kt	P-Q3
15			B-Kt2	B×Kt	Kt-B4 (10)
			P-Q4	P-KR3 (6)	Q-Q2
16			P×P *en pas*	QR-B sq (7)	P-K6
			P×P	P-R3	P×P
17			QR-Q sq+ (3)	KR-Q sq (8)	Kt-Kt5
					P-K4 (11)

(1) If 11 ..., Kt-B3 (Zukertort *v.* Steinitz); 12 P-K5, Kt-K5; 13 Q-K3, with a good position.

(2) Or 12 B-R3, O-O; 13 QR-Q sq followed by KR-K sq.

(3) 17 ..., P-Q4; 18 B×P, Kt×B; 19 R×Kt, R-KKt sq; 20 R-Q6, &c.; if on move 13 ..., Q-R4; 14 R-K4, Kt-Kt3; 15 P-Kt4, &c. (Rosenthal.)

(4) If 10 ..., P-QKt4; 11 Kt×P, R-Kt sq; 12 Q-K3, P-QR3; 13 Kt-Q6 ch; or 12 ..., Kt-K2; 13 Q-K2, Q-R4; 14 Kt-Q6 ch, &c.

(5) If 12 B or Q×P, R-Kt sq+.

(6) 15 ..., P-QR3; 16 QR-B sq, B-Kt2; 17 KR-Q sq, B-Kt3; 18 B-K4, Kt-R4; 19 Kt-Kt5, Q-K2; 20 B×B, Kt×B; 21 Q-K2, and keeps the attack. Or 16 Kt-Kt5, Q-K2; 17 P-K6, P-B3; 18 Kt×RP, P-Q3; 19 Q-B sq, &c. (*Handbuch.*)

(7) Or 16 B×KtP, R-QKt sq; 17 Q-K2. (Monck.)

(8) In lieu of 17 ..., B-Kt2; 18 Q-Kt sq, &c. Mr. Ranken suggests 17 ..., O-O; if 18 Q-Kt sq (to prevent B-Kt2), R-Q sq+; if 18 B-Kt sq, R-K or Q sq; (if) 19 Q-B2, P-Kt3; if 18 Kt-Q4, Kt×Kt; 19 Q×Kt, B-Kt2; 20 B-Kt sq, KR-Q sq+. Salvioli gives 16 ..., R-QKt sq; 17 B-Kt sq, O-O; 18 Kt-R4, Q-Kt5; 19 P-Kt3, &c.

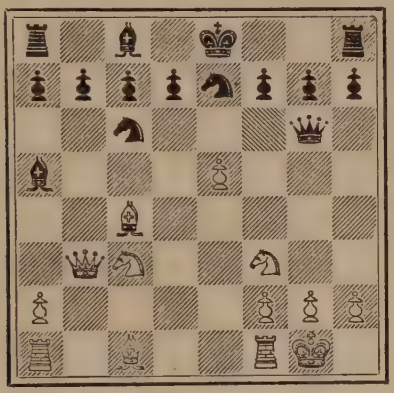
(9) 12 ..., Q-Kt5; 13 Kt-B4, P-Q4; 14 P-K6; or 14 B-K3. (Ranken.)

(10) If 15 Q-KR4, Q-Kt5.

(11) 18 QKt-K6, R-B3; 19 Q-KR4, R-R3; 20 Kt-B7 ch+.

Table 61.—THE EVANS GAMBIT (Part II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3; B-R4; **6** P-Q4, P×P; **7** O-O, P×P; **8** Q-Kt3, Q-B3; **9** P-K5, Q-Kt3; **10** Kt×P, KKt-K2. (Diagram.)



	51	52	53	54	55
11	B-R3				R-K sq (17)
	R-QKt sq		P-Kt4	O-O	P-Kt4
12	Kt-Q5 (1)		Kt×P	QR-Qsq (12)	Kt×P
	Kt×Kt	P-Kt4 (5)	R-QKt sq	P-Kt4 (13)	R-QKt sq
13	B×Kt	Kt×Kt	B×Kt (10)	B-Q3 (14)	Kt-R4
	P-Kt4	Kt×Kt	K×B	Q-R4!	Q-R4 (18)
14	P-K6 (2)	B×Kt (6)	Q-R3 ch	Kt-K4	R-K4
	BP×P	K×B	B-Kt5	R-Kt sq (a)	P-Kt4
15	B×Kt	Q-R3 ch (7)	Q-K3	KKt-Kt5	B-K2
	P×B	K-K sq (8)	K-Q sq	K-R sq	Q-R3
16	Kt-K5	Q×B	Kt-Kt5	P-B4	Q-QR3
	Q-K5	P×B	R-B sq	Kt-Q5	P-R3
17	Q-KKt3	Q×BP	QR-Q sq + (11)	Q-Kt sq	Kt-Q4
	P-Kt3	Q-Kt3		P-Kt5	B-Kt5
18	Q-Kt5	Q-Q6 (9)		B-B sq (15)	Q-Q3
	P-Kt5			B-Kt3	Kt×Kt
19	Q-B6 (3)			K-R sq + (16)	R×Kt
	R-B sq				Q-Kt2
20	Q-Kt7				Kt-B3
	R-Kt4 (4)				P-R3 +

NOTES TO TABLE 61.

(1) Or 12 QR-Q sq. (Pierce.) Or 12 Kt-QKt5, P-QR3; 13 Kt-Q6 ch?, P×Kt; 14 P×P, Kt-B4; 15 KR-K sq ch, B×R; 16 R×B ch, K-B sq; 17 B-Q5, R-R sq; 18 Q-Kt6, P-B3; 19 B×Kt, KtP×B; 20 Kt-R4!. (Monck.) If 13 QKt-Q4, P-Kt4; 14 Kt×Kt, Kt×Kt; 15 B-Q5, P-Kt5; 16 B-Kt2, Kt-K2; 17 B-B4, B-Kt2; 18 QR-Q sq, B-Kt3+.

(2) This seems premature. 14 B-B5 would be a good preparatory move.

(3) 19 QR-Q sq, O-O; 20 B-Kt2, R-Kt4; 21 Kt-B7, P-K4; 22 Kt-R6 ch. If 19 KR-K sq, Q-B4; 20 Q×Q, KtP×Q; 21 B-Kt2, O-O; 22 Kt×P, R-Kt4; 23 Kt×RP, R-Q4; 24 Kt×B, R×Kt; 25 R×P. (Monck.)

(4) 21 QR-Q sq, R-Q4 or Q-R5; 22 Kt×BP. If 21 R or Q×Kt; 22 R-Q8 ch.

(5) If 13 B-Q3, Q-K3; 14 B-K4, Kt×Kt; 15 B×Kt, Q-B4; 16 Kt-R4, Q-R4.

(6) 14 B×KtP, P-QB3; 15 B×Kt, R×B; 16 Q-R3, B-Kt3; 17 B-Q6+.

(7) If 15 B-Q3, Q-QKt3?; 16 Kt-Kt5. (Monck.)

(8) Or 15 K-Q sq; 16 B-Q3, Q-Kt3; 17 Kt-Kt5. (Zukertort.)

(9) If 18 Q×Q; 19 P×Q, B-R3; 20 KR-K sq ch, K-B sq; 21 R-K7. (Zukertort.)

(10) 13 Q-R4, P-QR3; 14 Kt-Q6 ch, P×Kt; 15 P×P, Kt-B4; 16 KR-K sq ch, B×R; 17 R×B ch, KKt-K2; 18 B-Q5. (C. E. R.) Or 13 ..., B-Kt3; 14 KR-K sq, O-O; 15 QR-Q sq, R-K sq; 16 B-Q3, Q-R4; 17 R-K4, Kt-Kt3; 18 B-Kt2. (Blackburne's Attack.)

(11) 17 P-QR3; 18 P-K6, R×Kt, &c. (*Schachzeitung.*)

(12) If 12 Kt-Q5, Kt×Kt; 13 B×Kt, P-Q3; 14 QR-Q sq, B-K3. Tschigorin played 12 Kt-K2, P-Q3; 13 B-Q3, B-B4; 14 Kt-R4, Q-K3; 15 Kt×B, Kt×Kt; 16 Q-B2, QKt-Q5!; 17 Kt×Kt, Kt×Kt; 18 B×P ch, K-R sq; 19 Q-Q3, Q×KP; Q-R3, Kt-K7 ch; 21 K-R sq, Kt-B5; 22 Q-R4.

(13) If 12 ..., P-QR3; 13 Kt-Q5, &c.

(14) 13 B-Q3, Q-Kt5; 14 P-KR3, Q-K3; 15 B×P ch, K-R sq; 16 Kt-Q5, P-Kt5; 17 B-B sq, Kt×Kt; 18 R×Kt, Kt-K2; 19 B-K4, B-Kt2!. (*C. M.*) If 13 Kt×P, R-QKt sq; 14 Q-R4, P-QR3; 15 B×Kt wins back Pawn. If 14 Q-K3, P-QR3; 15 QKt-Q4, Kt×Kt; 16 Kt×Kt, B-Kt2.

(15) If 18 B-Kt2, B-Kt3, followed by KKt-B4.

(16) If 19 ..., KKt-B4; 20 Q×P, &c.; or 19 ..., P-QR4; 20 Kt-Kt3, and 21 Kt×RP.

(17) 11 R-Q sq, P-Kt4; 12 Kt×P, R-QKt sq; 13 B-Q3, Q-Kt5; 14 P-KR3, Q-Kt5; 15 Q×Q, B×Q; 16 Kt×P ch, K-Q sq; 17 Kt-QKt5, P-QR3; 18 Kt-Q6; or 11 Kt-K4 (Pierce), Q×Kt; 12 Kt-Kt5. If 11 P-QR4?, B×Kt; 12 Q×B, P-Q4!; 13 P×P *en pas.*, P×P; 14 B-R3, B-Kt5; 15 B-Q3, Q-R3; 16 KR-K sq, O-O+.

(18) 13 ..., Q-Kt5; 14 Q-R4, K-Q sq; 15 Kt-KB3, B×R; 16 Kt×B, P-QR3+.

TABLE 62.—THE EVANS GAMBIT (PART II)

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B×KtP; **5** P-B3, B-R4; **6** P-Q4, P×P; **7** O-O, P×P; **8** Q-Kt3, Q-B3; **9** P-K5, Q-Kt3; **10** Kt×P, KKt-K2. (Diagram, p. 105.)

	51	52	53	54	55
11	R-Q sq (a)		O-O (6)		
	P-Kt4		B-R3 (7)		
12	Kt×P		P-QR3?	P-QKt4	
	R-QKt sq		B-Q3	B-Q3	
13	B-Q3	Q-Kt5	Q-K3?	Q-R4	
	Q-K3	P-KR3 (2)	Kt-Q5 (8)	Kt-K4	
14	Q-R4 (1)	Q-QKt5	R-K sq (9)	P-Kt5	B-Kt3 (11)
	P-QR3	Q×Q	Kt-Kt5	Kt-Kt3	B×KtP
15	Q×B!	B×Q (3)	Q×P	Q-Kt5	R-Kt sq
	R or P×Kt	Kt×P ch	B×P ch	B-Kt2 (10)	Q-Q3
16	Q×BP+	K-Q sq (4)	K-B sq		R-K sq (12)
		Kt-QKt5	Kt×Kt+		QB×Kt
17		P-QR3			Kt×B
		Kt-Q6			B×P
18		B-B6			R-Q sq
		R-Kt sq (5)			B-Kt4
19					R×Q
					B×Q
20					

(a) 11 Kt-K2, P-Kt4; 12 B×KtP, R QKt sq; 13 Q-R4, P-QR3; 14 B×Kt, Kt×B; 15 Kt-B4, Q-B4; 16 Kt-Q5, R-Kt4; 17 R Q sq, B-Kt2; 18 B-R3+. If 12 B-Q3, Q-K3; 13 Q-Kt2, Kt-Kt3; 14 Kt-B4, Kt×Kt; 15 B×Kt, P-QR3; 16 QR-B sq, B-Kt2. Or 11 ..., O-O; 12 B-Q2, Q-Kt5; 13 Kt-B4, P-Q3; 14 P-KR3, Q Q2; 15 P-K6, P×P; 16 Kt-Kt5, Kt-Q5!; 17 B×P ch, K-R sq; 18 Q-Q sq, QKt-B4; 19 Q R5, Kt-R3; 20 QKt×KP+. If 11 P-QR4, B×Kt; 12 Q×B, P-Q4; 13 P×P, P×P; 14 B-R3, B-Kt5; 15 B-Q3, Q-R3; 16 KR-K sq, O-O+.

(1) Or 14 Q-Kt2, P-QR3; 15 QKt-Q4, Q-Q4; 16 Kt-Kt3, &c. (Potter.)

(2) 14 B-K2, P-QR3; 15 Kt-Kt5, Q-B4; 16 P-Kt4.

(3) 15 Kt×Q; 16 Kt×RP, Kt×B; 17 R×Kt=.

(4) 16 K-B sq; 17 B-KB4.

(5) Or 19 Kt×P ch. White for choice. (Potter.)

(6) 11 B-Kt3; 12 Q-R3, O-O; 13 Kt-K2, or B-KB4, or B-Q3.

(7) Or 12 B-Q2, Q-R4!. (C. E. R.)

(8) Or 14 B×P ch.

(9) 14 Kt×Kt; 15 B×P ch. If 14 B-Kt5; 15 B×B, Kt×B; 16 Q×Kt, Kt×Kt; 17 B×P ch, followed by Q×R+.

(10) Or 16 P-KR3, Q-K3; 17 B-B4, Q-Kt3; 18 B-B sq=.

(11) 14 B-Kt2; 15 B×Kt, Kt×B; 16 Q×KtP. If 14 R-Kt sq; 15 P-KR3, threatening Kt(K4)-Kt5+.

(12) 16 R-Q sq is better in Mr. Potter's opinion. He gives, but does not recommend, the continuation 17 Kt-B6 ch, P×Kt; 18 P×P, B×P ch; 19 K×B, Q×B; 20 Q×Q, R×Q; 21 P×Kt, R-K sq; 22 QR-B sq, &c. The variations on this page are from *Land and Water*.

TABLE 63.—THE EVANS GAMBIT DECLINED

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B-Kt3.

	1	2	3	4	5
5	P-QR4 !			P-Kt5	
	P-QR3 (1)			Kt-R4	
6	P-B3	O-O	P-Q4	Kt × P (5)	
	Kt-B3 !	P-Q3	B × P	Kt-R3	Q-Kt4
7	Q-Kt3 (2)	P-R5 (3)	Kt × B	P-Q4	B × P ch
	O-O	B-R2	Kt × Kt	P-Q3	K-K2
8	P-Q3	P-Kt5 ?	O-O	B × Kt	B × Kt (10)
	P-Q3	P × P	P-Q3	P × B (6)	Q × Kt
9	P-R5	B × KtP	P-B4	B × P ch (7)	B-Q5
	B-R2	KKt-K2	B-K3	K-K2	P-B3
10	B-KKt5	P-Q4	B × B	Q-B3	P-Q4
	Q-K2	P × P	Kt × B	B × P (8)	B × P
11	O-O —	Kt × P	P-B5	Kt-B3	P-KB4
	Kt-Q sq —	O-O !	Kt-Kt4	P-B3	Q-B3
12		Kt × Kt	Kt-B3 —	P × P	P-B3
		Kt × Kt	P-R3 (4) —	B × Kt ch	B × P ch
13		B-Kt2		Q × B	Kt × B
		Q-Kt4 +		P × Kt	Q × Kt ch
14				B-Q5	B-Q2
				Kt × P + (9)	Q-Q5 (11)

(1) 5 ..., P-QR4; 6 P-Kt5, Kt-Q5; 7 Kt × P, Q-Kt4+. For other variations see Giuoco Piano Opening, Cols. 9 and 10, p. 63.

(2) So played Bird *v.* Rosenthal. Blackburne and Potter *v.* Steinitz and Zukertort went as follows:—7 Q-K2, P-Q3; 8 P-Q3, B-K3; 9 Kt-R3, Kt-K2; 10 O-O, P-B3=.

(3) 7 P-B3, B-Kt5; 8 P-Q2, Q-B3; 9 B-K3, KKt-K2; 10 QKt-Q2, Kt-Kt3. (Tschigorin *v.* Zukertort.)

(4) Zukertort *v.* Englisch.

(5) 6 B-K2, Kt-B3 (or P-Q4 ! (Barbier)); 7 P-Q3, P-Q3; 8 B-Kt5, P-KR3; 9 B-R4. (Pollock *v.* Blackburne.)

(6) If 8 ..., P × Kt; 9 B × KtP, Q × P; 10 Q × Q, B × Q; 11 B × R, B × R; 12 B-Q3, K-K2; 13 B-Kt7, &c.

(7) Or 9 Kt × P, Q-B3; 10 Kt × R, B × P; 11 Q-R5 ch, K-K2; 12 Q-B7 ch, Q × Q; 13 B or Kt × Q, B × R+. If White plays 10 Q-R5, or P-K5, the result is also in Black's favour. (Rosenthal.) Gossip gives 9 ..., Q-R5.

(8) If 10 ..., P × Kt; 11 P × P wins. If 10 ..., R-B sq, 11 Kt-B3+. (Rosenthal.)

(9) This attack was analysed by Rosenthal in *La Stratégie*.

(10) 8 Q-R5, Q × KtP; 9 B-R3 ch, P-Q3; 10 Kt-QB3, Q × R ch; 11 K-K2, Q × R; 12 B × Kt, B-K3; 13 Q-Kt5 ch, K-B sq; 14 B × B+.

(11) 15 B × Kt, Q-K6 ch; 16 Q-K2, Q × Q ch; 17 K × Q, P × B; 18 P × P, P-Q3, &c. (Wayte.)

Table 64.—THE EVANS GAMBIT DECLINED

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, B-Kt3.

	6	7	8	9	10
5	P-Kt5				O-O
	Kt-R4				Kt-B3?
6	Kt × P		B-Q5	Q-B3	P-Kt5
	Q-Kt4				Kt-QR4
7	Kt × BP	Q-B3	Kt × BP	B × P ch	Kt × P
	Q × KtP	Q × Kt	Q-B3	K-B sq (4)	O-O (6)
8	R-B sq	Q × P ch	Q-K2	P-Q4	B × P ch
	Q × KP ch	K-Q sq	Kt × B	P-Q3	R × B
9	Q-K2	B-Kt2 (1)	Kt × R	B × Kt	Kt × R
	Q × Q ch	Q × KP ch	B × R	P × Kt	K × Kt
10	K × Q	K-Q sq	Q × Kt	B-Q5	P-K5
	Kt × B	Q-K2 (2)	Kt-K2	P-B3	Kt-K sq
11	Kt × R	B × P	P-QB3	B-R3 ch	B-R3
	P-Q4	Kt × B	P-Q4	K-K sq	K-Kt sq
12	P-Q3	Q × Q ch	Q × BP +	O-O	Q-B3
	Kt-Q3	Kt × Q		P × B	P-Q3
13	R-Kt sq	B × R		Kt-B3	R-K sq +
	K-B sq	P-Q4 + (3)		B × P	
14	B-Kt2			Kt × P	
	Kt-B4			Q-B2	
15	Kt-B3			B-Q6	
	KKt-K2 +			(5)	

(1) 9 Q-B8 ch, Q-K sq; 10 Q × P, Kt-K2 (if 10 ..., Kt × B, 11 P-Q3); 11 B-B7, Q-B sq); 12 Q-B6. (C. E. R.) White has three Pawns for his piece.

(2) 10 ..., Kt × B; 11 B × P, Q-K2; 12 Q × Q ch, Kt × Q; 13 B × R, B × P+. (Rosenthal.)

(3) Berber *v.* Göring. (*C. P. C.*, 1878.)

(4) If 7 ..., K-K2; 8 P-Q4, P-Q3; 9 B-R3, Kt-R3; 10 B-Kt3+.

(5) If 15 ..., Kt-B5; 16 Kt-B7 ch, K-Q sq; 17 B × KP, Kt × B; 18 Q × B, and wins; if 15 ..., B-Kt3; 16 B × KP, &c.

(6) If 7 ..., P-Q3; 8 B × P ch, K-B sq; 9 B-R3. The column and note are given in Gossip's *Theory of the Chess Openings.*

TABLE 65.—THE EVANS GAMBIT DECLINED

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-B4, B-B4; **4** P-QKt4, P-Q4.

	11	12	13	14	15
5	P×P Kt×P				B×P (10) Kt×P
6	O-O (1) B-Kt5 (2)	Kt×P Kt×QP (4)	Q-Kt4	B-R3 Q-Q3	B-Kt3 (11) Kt-KB3
7	R-K sq P-KB3	B-Kt5 ch (5) P-QB3	O-O (7) B-R6	P-QB3 (9) Kt×QP	Q-K2 O-O
8	P-B3 B×Kt	Kt×QBP Q-Kt3	P-Kt3 (8) B×R	B×B Q×B	O-O B-Kt5
9	Q-R4 ch P-B3	Q-K2 ch K-B sq	P-Q4 Q-K2	Q-Kt3 KKt-B3	B-Kt2 — Q-K2 —
10	P×Kt B-Q5	Kt-Kt4 B-K3	K×B O-O-O	Kt×P O-O	
11	Kt-B3+ (3)	Kt×Kt B×Kt	P-QB3 Kt×QP!	P-Q4 — Q-Q3 —	
12		O-O Q-Kt3	Q-B3 P-QB3		
13		P-Kt3 (6)	Kt×KBP+		

(1) 6 P-B3, Kt×QP; 7 Kt×P, B-K3; 8 Q-Kt3, B-Kt3; 9 P-QR4, &c.

(2) 6 ..., Q-Q3; 7 Kt-B3, Kt-KB3; 8 R-K sq. (*C. M.*) Or 6 ..., B-B4; 7 P-Q3, &c.

(3) If 11 ..., B×Kt; 12 P×B, B×QP; 13 R-Q sq, Kt-K2; 14 B×B, Kt×B; 15 P-QB4, &c.

(4) Or 6 ..., Q-B3; 7 P-Q4, B×P; if 7 O-O, B-Q5 (or Kt-K2); 8 P-QB3, B×Kt; 9 Q-R4 ch, B-Q2; 10 Q×Kt, O-O-O. (C. E. R.)

(5) Or 7 P-Q4, B-Kt5 ch; 8 B-Q2, B×B ch; 9 Kt×B, B-K3=.

(6) Black can recover his Pawn, and the game looks about equal. (C. E. R.)

(7) If 7 Q-K2, Kt×Pch; 8 K-Q sq, Kt-Q5; 9 B-Kt5 ch + (Minckwitz); if 9 Kt-B3 dis ch, Q-K2; 10 Q×Q ch, Kt×Q; 11 Kt×Kt, B×Kt; 12 Kt-QB3, B×P!.

(8) If 8 Q-B3, Q×Kt; 9 Q×B, Kt×BP; 10 Q-QKt3, B-Q3!; 11 P-KKt3, Kt-Q5; 12 Q×P, Kt-B6 ch; 13 K-R sq, R-Q sq; 14 B-Kt2, Q-R4+.

(9) Or 7 B×Kt, B×B; 8 P-B3, B-QB4=.

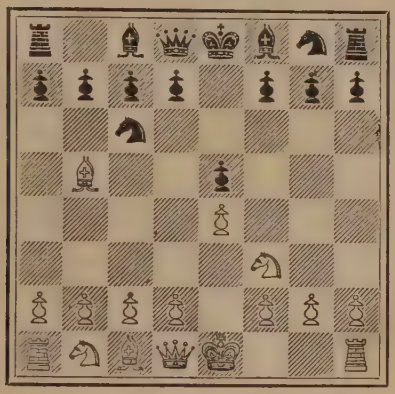
(10) 5 B-Kt5, P×P!; 6 P×B, P×Kt; 7 B×Kt ch, P×B; 8 Q or P×P, Kt-K2+.

(11) If 6 Kt-B3, Kt×B; 7 Kt×Kt, P-QB3; 8 Kt-K3=. 6 B×P ch is not so good.

SECTION XV

RUY LOPEZ, OR SPANISH GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5.



This opening derives its name from Ruy Lopez de Sigura, a Spanish priest who lived in the reign of Philip II., about the middle of the sixteenth century. It is consequently sometimes called the Spanish Game, this being the name by which it is generally known in Germany. It had been previously mentioned in the Göttingen MS., 1490, but was brought into greater prominence by Ruy Lopez' great work on Chess, published at Alcala in 1561. His real object was to demonstrate that 2 ..., Kt-QB3, which had been recommended by Damiano as the best reply to 2 Kt-KB3. was a bad move for Black, and inferior to 2 ..., P-Q3. Although modern theory scarcely upholds that view, there can be no doubt whatever that 3 B-Kt5 is a very strong move for White, and that it is extremely difficult to discover any line of play in reply to it which is altogether satisfactory for Black. Hence the opening has become immensely popular, and has probably been more played in match and tournament games than any other single opening. That it deserves this long-enduring popularity is shown by statistics of the results of games in which it has been adopted, there being a distinct preponderance of wins in favour of the first player. Another fact which bears significant testimony to the strength of this *début* is the constant change of fashion as to the best defence to be adopted, almost every conceivable line of play having been seriously put

forward at one time or another as the best way of meeting it. This can only indicate general dissatisfaction with the result of the more usual, and presumably strongest, defences. In fact we are forced to the conclusion that, whatever he does, Black has to submit to at least a cramped position, even if he suffers no more serious disadvantage, a conclusion which is fully borne out by the following analysis.

Hence it is, most probably, that many players adopt such defences as the French, the Sicilian, and the Russian Games, in order to avoid the Ruy Lopez. It is, however, not at all certain that they gain anything by doing so, as White can generally in those openings succeed in maintaining a slight superiority of position, at least as great as he obtains against the best defences to the Ruy Lopez. The upshot of the whole matter is that White, as is naturally to be expected, necessarily obtains some little advantage from having the first move; but it will not be sufficient to win the game unless he exhibits skill superior to that of his opponent.

The Ruy Lopez has sometimes been charged with being a dull opening, a charge which is certainly wholly unmerited. It teems with endless variety, and leads to numberless interesting positions, affording great scope for brilliant Chess strategy on one side or the other.

Of the many defences which have been proposed, the following are the most important:—

I.	3 ..., P-QR3,	analysed	in	Columns	1–20.
II.	3 ..., Kt-B3,	,,	,,	,,	21–40.
III.	3 ..., P-B4,	,,	,,	,,	41–45.
IV.	3 ..., P-Q3,	,,	,,	,,	46, 47.
V.	3 ..., P-KKt3,	,,	,,	,,	48–50.
VI.	3 ..., B-B4,	,,	,,	,,	51–55.
VII.	3 ..., Kt-Q5,	,,	,,	,,	56–58.
VIII.	3 ..., KKt-K2	,,	,,	Column	59.
IX.	3 ..., B-Q3,	,,	,,	,,	60.

Several other defences have at various times been suggested, such as 3 ..., Q-B3; 3 ..., P-B3; and 3..., B-Kt5. These, however, are certainly no improvement on the more recognised lines of play, and are seldom met with. They are scarcely deserving of separate analysis, and the student will have no difficulty in discovering how to meet them from a study of the principles developed in the analysis of the other defences.

The really knotty question, to which every Chess player would doubtless be glad to receive a clear and satisfactory answer, is—What is the *best* defence for Black to adopt? On this point, however, the greatest masters of the game, as shown by their own play in serious contests, differ widely among themselves, the weight of authority, including such players as Lasker, Pillsbury, and Janowski, being probably in favour of 3 ..., Kt-B3. With all deference, therefore, we state our own opinion that, while *no* defence will yield Black an absolutely even game, the least unsatisfactory is that arising from 3 ..., P-QR3; 4 B-R4, P-Q3.

Table 66.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, P-QR3.

	1	2	3	4	5
4	B × Kt?	B-R4!			
	QP × B!	Kt-B3			
5	O-O (1)	P-Q4		Kt-B3	
	B-Q3 (2)	P × P? (3)		B-K2!	B-B4 (8)
6	P-Q4	P-K5 (4)		O-O	Kt × P!
	P × P	Kt-K5		P-QKt4	Kt × Kt
7	Q × P	O-O		B-Kt3	P-Q4
	P-B3	B-K2		P-Q3	B-Q3 (9)
8	R-K sq	R-K sq	Kt × P	P-Q3	O-O
	Kt-K2	Kt-B4	Kt-B4	B-K3	O-O
9	P-K5	B × Kt	Kt-B5 (6)	Kt-Q5	P-B4
	P × P	QP × B	O-O (7)	Kt-QR4	Kt-B5
10	Kt × P	Kt × P	Q-Kt4	Kt × Kt ch	P-K5
	O-O	O-O	P-KKt3	B × Kt	B-K2
11	B-Kt5	Kt-QB3 —	B × Kt —	B × B	P × Kt
	Q-K sq	P-B3 (5) —	QP × B —	P × B	B × P
12				P-Q4 —	B-Kt3
				P × P —	P-Q4 (10)

(1) After 5 Kt × P Black recovers the Pawn with at least an even game by 5 ..., Q-Q5. He can also play 5 ..., Q-Kt4 without disadvantage. Probably 5 P-Q4 is White's best move. (See Lasker *v.* Tarrasch, 1908.)

(2) Max Lange prefers 5 ..., B-KKt5, and Dr. Tarrasch 5..., Q-B3. Both are somewhat better than 5 ..., B-Q3, and lead to an even game.

(3) If 5 ..., Kt × QP; 6 Kt × Kt, P × Kt; 7 P-K5, Kt-K5; 8 Q × P, Kt-B4=. If 5 ..., Kt × KP; 6 O-O leads into Col. 11.

(4) Moves 6 and 7 are frequently transposed. If 7 ..., B-B4?; 8 P-B3.

(5) If 11 ..., Kt-K3; 12 Kt-B5, B-Kt4; 13 Q-Kt4, B × B; 14 QR × B, Q-Kt4; 15 Q × Q, Kt × Q; 16 Kt-K7 ch, K-R sq; 17 P-B4=.

(6) If 9 B × Kt, QP × B; 10 B-K3, O-O; 11 Kt-QB3, P-KB3; 12 P × P, R × P; 13 Q-K2, R-B2 (or 13 ..., R-Kt3); 14 QR-Q sq, Q-B sq=. The column follows a game between Zukertort and Mackenzie.

(7) If 9 ..., Kt × B; 10 Kt × P ch, K-B sq; 11 B-R5, K-Kt sq; 12 Kt-K6, BP × Kt; 13 Q-Kt4 ch, B-Kt4; 14 B × B, QKt × P; 15 Q-Kt3, and wins.

(8) After 5 ..., B-Kt5; 6 Kt-Q5, B-K2; 7 P-Q3, P-QKt4; 8 B-Kt3, P-Q3; 9 O-O, O-O; the game is very little, if at all, in White's favour. But if 6 ..., B-B4; 7 P-B3!, Kt × P; 8 P-Q4, P × P; 9 P × P, B-Kt5 ch; 10 K-B sq, White will obtain the better position.

(9) If 7 ..., B-Kt5; 8 P × Kt, Kt × P; 9 Q-Q4, Kt × Kt; 10 P × Kt, B-K2; 11 B-B4, O-O; 12 R-Q sq, White has much the better game, in spite of his broken Pawns.

(10) White continues 13 Q-Q3, P-QKt4; 14 P-QR4+. Or 12 ..., Kt-R4; 13 B-K3, Kt × B; 14 RP × Kt, P-Q4; 15 Q-B3+.

TABLE 67.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, P-QR3, **4** B-R4, Kt-B3.

	6	7	8	9	10
5	P-Q3				
	P-Q3!				B-B4
6	B×Kt ch?	P-B3		Kt-B3	O-O (10)
	P×B	B-K2	P-KKt3!	P-KKt3! (6)	P-QKt4
7	P-KR3 (1)	P-KR3 (3)	QKt-Q2 (5)	O-O (7)	B-Kt3
	P-Kt3	O-O	B-Kt2	P-QKt4	P-Q3
8	B-K3	Q-K2	Kt-B sq	B-Kt3	B-K3
	B-KKt2	Kt-K sq	O-O	B-Kt5 (8)	B-KKt5
9	Kt-B3	P-KKt4	Kt-Kt3	Kt-Q5	P-B3
	R-QKt sq	P-QKt4	P-QKt4	Kt-Q5?	P-R3
10	P-QKt3	B-B2	B-B2	KKt×Kt	QKt-Q2 —
	P-B4	B-QKt2	P-Q4	B×Q	O-O (11) —
11	Q-Q2	QKt-Q2	O-O	Kt-B6	
	P-R3	Q-Q2	P-R3	Kt×Kt	
12	P-KKt4 —	Kt-B sq —	B-Q2 —	Kt×Q+	
	Kt-Kt sq — (2)	Kt-Q sq — (4)	B-K3 —	R×Kt (9)	

(1) To play B-K3 without fear of Kt-Kt5.

(2) Thence by K2 and QB3 to reach Q5. (*Handbuch.*)

(3) 7 QKt-Q2, O-O; 8 Kt-B sq, Kt-Q2; 9 B-K3, P-B4; 10 P×P, R×P; 11 B-Kt3 ch, K-R sq. (Paris *v.* Vienna.)

(4) Steinitz *v.* Blackburne.

(5) Rosenthal *v.* Zukertort. If 7 P-Q4?, P-QKt4; 8 B-B2, P×P; 9 P×P, P-Q4; 10 P-K5, Kt-K5; 11 O-O, B-KKt5. (Steinitz.) See also Note 7.

(6) Or 6 ..., B-K2; 7 P-KR3, O-O; 8 B-K3, B-K3; 9 P-Q4, &c.

(7) If White pins the KKt with B-KKt5, Black must immediately reply with P-KR3. The same remark applies to the previous column.

(8) Here, and also on the previous move, it would be much better to proceed with the development of the B-KKt2, followed by castling.

(9) Blackburne *v.* Zukertort.

(10) If 6 Kt-B3, P-QKt4; 7 B-Kt3, P-Q3=. Or if 6 P-B3, P-QKt4; 7 B-Kt3, P-Q4?; 8 P×P, Kt×P; 9 O-O. (*Handbuch.*)

(11) If 10 ..., Kt-K2; 11 B×B, P×B; 12 B×P ch+.

Table 68.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, P-QR3; **4** B-R4, Kt-B3.

	11	12	13	14	15
5	P-Q3	P-Q4		Q-K2	Kt-B3
	B-B4	P×P! (3)		P-QKt4!	B-B4
6	O-O (1)	P-K5 (4)		B-Kt3	P-Q3 (12)
	P-QKt4	Kt-K5		B-B4 (9)	P-QKt4
7	B-Kt3	O-O		P-QR4 (10)	B-Kt3
	P-Q3	B-K2		R-QKt sq	P-Q3 (13)
8	B-K3	R-K sq	Kt×P	P×P	B-Kt5
	B-KKt5	Kt-B4	Kt-B4	P×P	P-R3
9	P-B3	B×Kt	Kt-B5 (6)	Kt-B3	B×Kt
	P-R3	QP×B	O-O! (7)	P-Kt5 (11)	Q×B?
10	QKt-Q2 —	Kt×P	Q-Kt4	Kt-Q5	Kt-Q5+
	O-O (2) —	O-O	P-KKt3	O-O	Q-Q sq
11		Kt-QB3 —	B×Kt —	O-O —	
		P-B3 (5) —	QP×B(8)—	P-Q3 —	

(1) 6 Kt-B3, P-QKt4; 7 B-Kt3, P-Q3. If 6 P-B3, P-QKt4; 7 B-Kt3, P-Q4?; 8 P×P, Kt×P; 9 O-O. (*Handbuch.*)

(2) If 10 ..., Kt-K2; 11 B×B, P×B; 12 B×P ch, &c.

(3) If 5 ..., Kt×QP; 6 Kt×Kt, P×Kt; 7 P-K5, Kt-K5; 8 Q×P, Kt-B4. If 5 ..., Kt×KP; 6 O-O leads into Col. 16.

(4) Moves 6 and 7 are frequently transposed. If 7 ..., B-B4?; 8 P-B3.

(5) If 11 ..., Kt-K3; 12 Kt-B3, B Kt4; 13 Q-Kt4, B×B; 14 QR×B, Q-Kt4; 15 Q×Q, Kt×Q; 16 Kt-K7 ch, K-R sq; 17 P-B4, &c.

(6) 9 B×Kt, QP×B; 10 B K3, O-O; 11 Kt-QB3, P-KB3; (if) 12 P×P, R×P; 13 Q-K2, R-B2 (or 13 ..., R-Kt3); 14 QR-Q sq, Q-B sq, &c. The column runs as played between Zukertort and Mackenzie.

(7) If 9 ..., Kt×B; 10 Kt×P ch, K-B sq; 11 B-R6, K-Kt sq; 12 Kt-K6, BP×Kt; 13 Q-Kt4 ch, B-Kt4; 14 B×B, QKt×P; 15 Q-Kt3, and wins.

(8) 12 Kt×B ch, Q×Kt; 13 Q-Kt3, R-K sq; 14 R-K sq, B-B4, &c.

(9) If 6 ..., B-Kt2; 7 P-Q3. If 6 ..., B-K2; 7 P-QR4, P-Kt5; 8 P-Q4, P×P; 9 P-K5+.

(10) 7 P-B3, O-O; 8 P-Q3; if 8 O-O, P-Q4!; 9 P×P, Kt×P; 10 Kt×P?, Kt-B5!; if 11 Q-B3, Kt-R6 ch; or if 11 Q-K4, Q-R5+. (Pollock.)

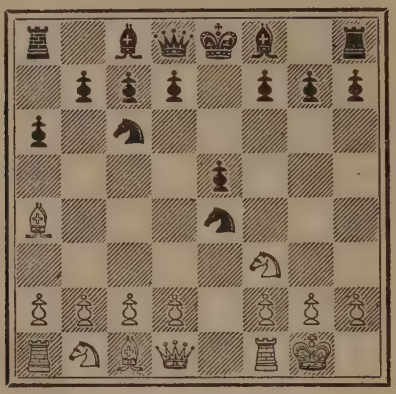
(11) 9 ..., O O; 10 Kt×KtP, P-Q3; 11 P-KR3, Kt-KR4; 12 Kt-B3, Kt-B5; 13 Q-B sq, R×B; 14 P×R, Kt-Kt5!; 15 K-Q sq, KKt-Q6; 16 R-KR2, P-B4; 17 Kt-Q5, Kt×KBP ch; 18 K-K sq, Kt-B7 ch, and wins. (Riemann *v.* Anderssen.)

(12) 6 O-O is not so good after 3 ..., P-QR3. If 6 Kt×P, Kt×Kt; 7 P Q4, B-Q3; 8 O-O, O-O; 9 P-B4, Kt-B5!; 10 P-K5, B-K2; 11 P×Kt, B×P; 12 B-Kt3, P-Q4!.

(13) If 7 P-R3; 8 Kt-K2.

Table 69.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, P-QR3; **4** B-R4, Kt-B3, **5** O-O (1), Kt×P (2).



After Black's 5th move.

	11 (*a*)	12 (*a*)	13 (*a*)	14 (*a*)	15 (*a*)
6	P-Q4		Kt-B3 (*b*)		R-K sq
	P-QKt4 (*a*)		Kt×Kt	Kt-B4	Kt-B4 (8)
7	B-Kt3!		KtP×Kt	B×Kt	B×Kt
	P-Q4		P-QKt4 (6)	QP×B	QP×B
8	P×P		B-Kt3	Kt×P	Kt×P
	B-K3	Kt-K2	P-Q4	B-K3	B-K2 (9)
9	P-B3!	Kt-Kt5 (5)	P-QR4	P-Q4	P-Q4
	B-QB4 (3)	Kt×Kt	R-QKt sq	Kt-Q2	Kt-K3
10	B-B2	B×Kt	P×P	P-B4	P-QB3
	O-O	P-QB3	P×P	B-K2	O-O
11	QKt-Q2	P-QR4	R-K sq	P-B5	P-KB4
	Kt×Kt	B-K3	P-K5	B-Q4	P-B3
12	Q×Kt(dia.)	Kt-B3+	P-Q3+	Q-K2+	Kt-Q3 —
	R-K sq (4)		P-B4(dia)(7)		Q-Q4 (10)—

(1) Authorities are divided as to what is White's best play at this point. The *Handbuch* prefers 5 Kt-B3, while many consider P-Q3 or P-Q4 superior. All three have their good points, but it is probable that 5 O-O is better than any other move.

(2) Black may also play 5 ..., B-K2 or 5 ..., P-Q3 without serious disadvantage. 5 Castles, B-K2; 6 R-K sq, P-QKt4; 7 B-Kt3, P-Q3; 8 P-B3,

Kt-QR4; 9 B-B2, P-B4; 10 P-Q4, Q-B2; 11 QKt-Q2, Kt-B3. (Lasker *v.* Tarrasch, 1908.)

(*a*) 6 ..., P×P (Riga Defence); 7 R-K sq, P-Q4; 8 Kt×P, B-Q3; 9 Kt×Kt, B×RP ch; 10 K-B sq, Q-R5; 11 B-K3, Castles. (Maroczy *v.* Berger.)

(3) If 9 ..., B-K2; 10 R-K sq, O-O; 11 Kt-Q4, Q-Q2?; 12 Kt×B, and, whether Black retakes with P or Q, White wins a piece with 13 R×Kt. This pretty trap, due to Dr. Tarrasch, has often come off in actual play. Black must reply to 11 Kt-Q4 with Kt×Kt (not Kt×P?).

(4) White has the better game, as Black will soon be compelled to weaken his King's position by advancing the Pawns on that side.

(5) White may also play 9 R-K sq, Kt-QB4!, leading to a fairly even game; or, perhaps better still, 9 P-QR4.

(*b*) Hugh Browne suggests 6 Kt×KP, Kt×Kt; 7 R-K sq, B-Q3; 8 R×Kt, Castles.

(6) If 7 ..., P-Q3; 8 P-Q4, P-K5; 9 R-K sq, P-Q4; 10 Kt-K5, B-Q2; 11 B×Kt+. Or 8 ..., P×P; 9 R-K sq ch, B-K2; 10 Kt×P, B-Q2; 11 B-KKt5, P-B3; 12 B×P, P×B; 13 Q-R5 ch, K-B sq; 14 B-Kt3+.

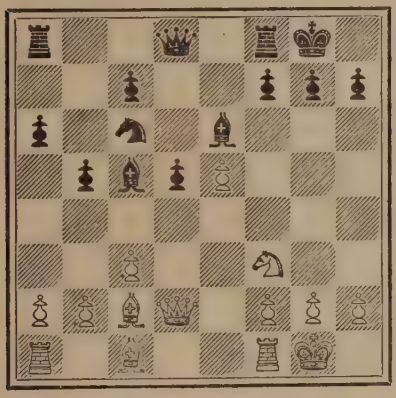
(7) White obtains the advantage with 13 Kt-Kt5, B-K2; 14 P×P, B×Kt; 15 P×QP ch+.

(8) The *Handbuch* gives here 6 ..., Kt-B3; 7 P-Q4, P-K5; 8 P-Q5, P-QKt4; 9 B-Kt3, Kt-QR4=.

(9) 8 ..., B-K3 is weaker. White continues 9 Q-R5, P-KKt3; 10 Kt×KtP, BP×Kt; 11 Q-K5, R-KKt sq; 12 P-Q4+. Or if 9 ..., Q-B3; 10 P-Q4, Kt-Q2; 11 B-KKt5, Q-B4; 12 P-KKt4, Q×QBP; 13 Kt×KBP, P-KKt3; 14 Kt×R+.

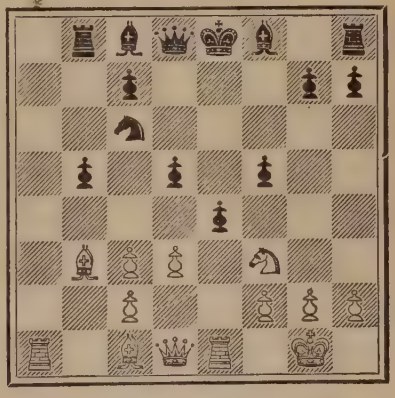
(10) In this variation White might have played 10 B-K3 instead of P-QB3, and 12 Kt-B3 instead of Kt-Q3. In every case, however, Black obtains at least an even game.

(Col. 11.)



After White's 12th move.

(Col. 13.)



After Black's 12th move.

Table 70.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, P-QR3.

	16	17	18	19	20
4	B-R4			KKt-K2?	B-B4
	P-Q3			P-Q4 (10)	P-B3
5	B × Ktch (1)	P-Q4		P × P	P-QKt4 (13)
	P × B	B-Q2			
6	P-Q4	O-O	P-B3 (8)	Kt × P (11)	B-Kt3
	P × P (2)	P-QKt4 (4)	Kt-B3	Kt × Kt	P-Q3
7	Q × P	B-Kt3	QKt-Q2	Q × Kt	P-Q4
	P-B3 (3)	Kt × P	P-KKt3!	P-QKt4	P × P
8	Kt-B3	Kt × Kt	O-O	B-Kt3	P × P
	Kt-K2	P × Kt	B-Kt2	P-Q3	B-Kt3
9	O-O	P-QB3 (5)	R-K sq	P-QB3	B-Q5
	Kt-Kt3	P × P	P-QKt4	B-K3	KKt-K2
10	B-K3	Q-Q5 (6)	B-B2	O-O (12)	Kt-B3
	B-K2	B-K3	O-O	Kt-B3	B-Kt5
11	QR-Q sq	Q-B6 ch	Kt-B sq —	Q-Q sq +	B-K3
	Kt-K4	B-Q2 (7)	P-KR3 (9)—		B × Kt
12	Kt × Kt +	Q-Q5			P × B + (14)
	BP × Kt	Drawn game			

(1) There is much to be said in favour of this line of play, recommended by both Staunton and Anderssen, though of late years but seldom adopted.

(2) Or 6 ..., P-KB4; 7 P × KP, P × P; 8 Kt-Kt5, P-Q4; 9 P-K6, Kt-R3; 10 O-O, Q-B3; 11 P-QB4+.

(3) Black might also play 7 ..., Q-B3, to which White equally replies with 8 Kt-B3.

(4) If Black wishes to avoid an early draw he can play 6 ..., Kt-B3; 7 R-K sq, P-QKt4; 8 B-Kt3, B-K2, and the game is about even.

(5) Of course, not 9 Q × P?, P-QB4; 10 Q-Q5, P-B5, winning the piece.

(6) White can now force the draw, as he did in a game Hymes *v.* Steinitz, from which we take this variation. He may, however, prefer to play 10 Kt × P, as he has a good position for the Pawn given up, and should not lose.

(7) Black cannot play 11 ..., K-K2 on account of 12 Kt × P, Q-B sq; 13 Kt-Q5 ch, K-Q sq; 14 Kt × P+.

(8) If 6 Kt-B3?, Black obtains the advantage with 6 ..., P-QKt4; 7 B-Kt3, P × P, for White cannot take the Pawn without losing a piece; and if Kt moves to Q5 or K2, Black replies 8 ..., Kt-K4, maintaining the Pawn.

(9) Black has now no disadvantage of position. This column represents one of the soundest of all the defences to the Ruy Lopez.

(10) 5 O-O is also good. If 5 P-B3, P-Q4!; or if 5 Kt-B3, Kt-Kt 3.

(11) Martinez against Steinitz played 6 P-B3—a venturesome sacrifice.

(12) If 10 B-B2, P-Q4!. (Steinitz.)

(13) Black may also play 5 ..., Q-K2; 6 O-O, P-QKt4; 7 B-Kt3, Kt-B3; 8 P-Q4, B-R2; 9 B-Kt5+.

(14) This column is from the *Handbuch.*

Table 71.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, Kt-B3.

	21	22	23	24	25
4	P-Q3 (1)				
	B-B4		P-Q3		Kt-K2?
5	P-B3 (2)		P-B3	Kt-B3	Kt-B3 (8)
	Q-K2 (3)		P-KKt3 (6)	P-KKt3	Kt-Kt3
6	O-O		P-Q4	P-KR3	P-KR4! (9)
	O-O		B-Q2	B-Kt2	P-KR4
7	P-Q4		QKt-Q2	B-K3	B-QB4
	B-Kt3		B-Kt2	B-Q2	B-K2
8	B × Kt	B-Kt5	P × P	Q-Q2	Kt-KKt5
	KtP × B	P-Q3	QKt × P	P-KR3	O-O
9	Kt × P	B × QKt	Kt × Kt	O-O	Kt-Q5+
	P-Q3 (4)	P × B	P × Kt	P-Kt4 (7)	
10	Kt × QBP	P × P	Q-K2		
	Q × P	P × P	O-O		
11	Kt × Kt4	Q-R4	B-Q3 —		
	P-B4	P-KR3	—		
12	Kt-B2 —	B-R4 —			
	B-R3 (5) —	B-Kt2 —			

(1) If 4 Q-K2, B-B4; 5 B × Kt (or O-O!), QP × B; 6 Kt × P, Q-Q5; regaining the Pawn with at least an equal game.

(2) This column is Steinitz *v.* Rosenthal. Noa *v.* Englisch played 5 Kt-B3.

(3) Or 5 ..., O-O; 6 B × Kt (or (*a*)), KtP × B; 7 Kt × P, P-Q4!; 8 Kt × QBP, Q-K sq; 9 Kt-Q4, P × P +. (*Handbuch.*) If 8 P × P, Q × P, or Q-K sq; 9 O-O, and 10 P-Q4+. (Steinitz.)

(*a*) Neumann *v.* Anderssen played 6 O-O, P-Q3 (P-Q4!); 7 B × Kt, P × B; 8 P-Q4, B-Kt3; 9 B-Kt5, P-KR3; 10 B-R4, P-Kt4; 11 Kt × KtP, P × Kt; 12 B × P, K × Kt2. White won.

(4) If 9 ..., Kt × P; 10 R-K sq, P-KB4; 11 Kt-Q2+.

(5) Continued 13 R-K sq, Q-R5; 14 P-B3, P-Q4=.

(6) Or 5 ..., B-Q2; 6 QKt-Q2, P-KKt3; 7 B-R4, B-Kt2; 8 Kt-B sq, O-O; 9 Kt-K3. (Steinitz.)

(7) Zukertort's correction of a game of his with Rosenthal.

(8) This column is Mortimer's variation. If 5 Kt × P?, P-QB3 wins a piece for two Pawns by 6 ..., Q-R4 ch. If 5 B-QB4, P-Q3; 6 Kt-Kt5, P-Q4; 7 P × P, QKt × P. (Blake.)

(9) White may also play 6 O-O, P-B3; 7 B-B4, B-K2. (Zukertort.)

Table 72.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, Kt-B3.

	26	27	28	29	30
4	P-Q4			O-O !	
	P × P ! (1)		Kt × QP ?	B-K2 ? (*a*)	
5	O-O (2)		Kt × Kt	Kt-B3	
	B-K2		P × Kt	P-Q3	Kt-Q5
6	P-K5		Q × P (7)	B × Ktch (8)	Kt × Kt
	Kt-K5		P-B3	P × B	P × Kt
7	Kt × P	R-K sq	B-QB4	P-Q4	P-K5 !
	O-O (3)	Kt-B4	P-Q4	P × P	P × Kt
8	Kt-B5	Kt × P	P × P	Kt × P	P × Kt
	P-Q4	Kt × Kt	Kt × P	P-B4 (9)	B × P (11)
9	Kt × B ch	Q × Kt	Kt-B3 +	Kt-B6	R-K sq ch
	Kt × Kt	O-O		Q-Q2	B-K2
10	P-KB3	B-K3		Kt × B	Q-K2
	Kt-B4 (4)	P-Q4		Q × Kt	P-QB3
11	P-QKt4	Kt-B3		B-Kt5	B-Q3
	Kt-K3 (5)	Kt-K3 (6)		B-Kt2 (10)	P-Q4 (12)

(1) If 4 ..., KKt × P, White cannot do better than transpose the game into Cols. 34 and 35 by 5 O-O. He can also play 5 P-Q5; Kt-Q3; 6 B × Kt, KtP × B; 7 P × P, P-K5; 8 Kt-Q4, P × P; 9 Kt × P, Q-Q2 =.

(2) Moves 5 and 6 are often transposed.

(3) If 7 ..., Kt × Kt; 8 Q × Kt, Kt-B4; 9 R-K sq, we transpose into the next column.

(4) Or 10 ..., P-QB3; 11 P × Kt, Q-Kt3 ch =.

(5) This column is from a game Zukertort *v.* Winawer, Vienna, 1882. It was continued 12 P-KB4, P-KB4; 13 B-R4, P-B3; 14 B-Kt3, P-QR4; 15 P × P, R × P +.

(6) The game is about even, but the *Handbuch* slightly prefers Black's game.

(7) Or 6 P-K5, P-B3; 7 O-O, P × B; 8 B-Kt5 +.

(*a*) 4 ..., P-Q3; 5 P-Q4, B-Q2; 6 Kt-B3, B-K2; 7 R-K sq. (Tarrasch *v.* Lasker, 1908.)

(8) White may also play 6 P-Q4, P × P; 7 Kt × P, B-Q2; 8 B × QKt, P × B; 9 P-B4, with the preferable position.

(9) This column is from a game Neumann *v.* From. 8 ..., B-Q2 is better, but even then White obtains a good game with 9 P-B4.

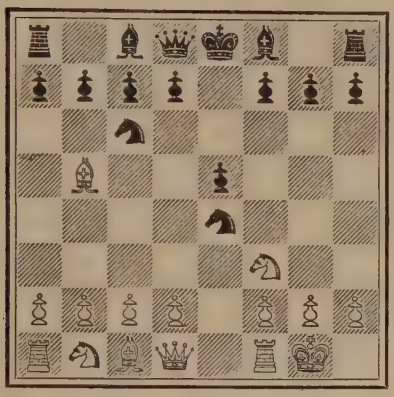
(10) Continued 12 Kt-Q5, B × Kt; 13 P × B, O-O; 14 R-K sq, Q-Q sq; 15 Q-B3, P-KR3; 16 B × Kt, Q × B; 17 Q × Q +.

(11) White also has the advantage after 8 ..., P × KtP; 9 B × P, B × P; 10 R-K sq ch, K-B sq. The *Handbuch* gives also 9 P × B, P × R (Q); 10 P × Q (Q) ch, K × Q; 11 P-Q4 as a win for White.

(12) From a game by correspondence, Milan *v.* Naples, won by White. The continuation was 12 P-B4, P-KKt3; 13 QP × P, B-K3; 14 B-K3, Q-Q2; 15 B-Q4, R-KKt sq; 16 P-QR4 +.

Table 73.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, Kt-B3; **4** O-O, Kt×P (1).



	31	32	33	34	35
5	R-K sq		P-Q4		
	Kt-Q3 (2)		P-QR3 (9)	Kt-Q3	B-K2
6	Kt×P (3)		B×Kt	B×Kt (10)	Q-K2
	Kt×Kt	B-K2	QP×B	QP×B (11)	Kt-Q3
7	R×Kt ch	B-Q3 (5)	Q-K2	P×P	B×Kt
	B-K2	O-O	B-B4	Kt-B4 !	KtP×B
8	B-R4 (4)	Kt-QB3 (6)	P-KKt4	Q×Qch(12)	P×P
	O-O	Kt×Kt	B-Kt3	K×Q	Kt-Kt2
9	B-Kt3	R×Kt	Kt×P	Kt-B3 (13)	R-K sq
	B-B3	P-QB3	Q×P	P-KR3	Castles
10	R-K sq	P-QKt3	Kt×B	B-B4	Kt-B3
	Kt-B4	Kt-K sq (7)	RP×Kt	B-K3	Kt-B4
11	P-QB3	B-Kt2	Kt-B3	QR-Q sq ch	Kt-Q4
	P-Q4	P-Q4	P-B4	K-B sq	Kt-K3
12	P-Q4	Q-B3 (8)	B-B4	P-QKt3	BK3
	P-KKt3	B-B3	O-O-O	P-QKt3	Kt×Kt
13		R-K2	QR-Q sq	Kt-K2	B×Kt
		Kt-B2	Q-B3	K-Kt2	P-QB4
14		B-R3 —	R×R ch+	P-B4 (14)	B-K3
		R-K sq —			P-Q4 (15)

NOTES TO TABLE 73.

(1) If 4 ..., P-QR3 ; 5 B×Kt, QP×B ; 6 Kt×P, and Black dare not take the KP on account of 7 R-K sq. Black may, however, play 4 ..., P-Q3 ; 5 Kt-B3, B-K2 ; 6 P-Q4, Kt-Q2, as recommended by Tschigorin. White can then isolate Black's Pawns by 7 B×Kt, P×B ; 8 P×P, and has somewhat the better game.

(2) Better than 5 ..., Kt-B3, to which White might reply 6 P-Q4, P-K5 ; 7 B×Kt, QP×B ; 8 R×P ch, B-K2 ; 9 Q-K sq, leaving K2 open for the Rook if attacked by Knight.

(3) If 6 B×Kt, QP×B ; 7 Kt×P, B-K2 ; 8 P-Q3, O-O=. A game, Brown *v.* Cooling, runs:—6 Kt-B3, Kt×B ; 7 Kt×P, B-K2 ; 8 Kt-Q5, Kt×Kt ; 9 R×Kt, O-O ; 10 Kt×B ch, K-R sq ; 11 Q-R5, P-KKt3 ; 12 Q-R6+.

(4) If 8 P-Q4, Kt×B! (not P-KB3, on account of R-K sq) ; 9 R×Kt, P-Q4 Steinitz tried 8 B-B sq, while 8 B-Q3 would probably lead by transposition of moves into the next column.

(5) Or 7 B×Kt, QP×B ; 8 Q-K2. (Steinitz.)

(6) If 8 Q-R5 ?, P-B4 ; 9 Kt-QB3, Kt×Kt ; 10 R×Kt, P-KKt3.

(7) If 10 ..., R-K sq ; 11 B-R3.

(8) Or 12 Q-R5, Kt-B3!. (Janowski *v.* Burn.) Fatal would be 12 ..., P-KKt3 ?, as White wins with 13 Kt×P!, P×Q ; 14 Kt×B ch, K-Kt2 ; 15 R×P dis. ch, P-B3 ; 16 R×P mate. Or 13 ..., Q×Kt ; 14 Q-R6, B-Q sq ; 15 R×Kt+. (Cole *v.* W. Ward.)

(9) This was recommended by Berger, but is not good, as the analysis given demonstrates. Black's moves are all more or less forced.

(10) White may also play 6 P×P, Kt×B ; 7 P-QR4, KKt-Q5 ; 8 Kt×Kt, Kt×Kt ; 9 Q×Kt, B-K2=.

(11) In this variation much better than KtP×B.

(12) White can avoid the exchange of Queens with 8 Q-K2, but will have no more than an equal game.

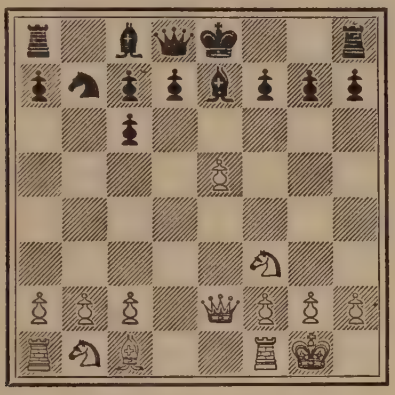
(13) Some authorities prefer here 9 R-Q sq ch, K-K sq, but we think Kt-B3 is the best move available.

(14) Opinions are divided as to which has the better game here, but we prefer White's chances.

(15) Known as the "Rio de Janeiro" variation. (See Tarrasch *v.* Lasker Match, 1908.)

Table 74.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, Kt-B3; **4** O-O, Kt×P; **5** P-Q4, B-K2; **6** Q-K2, Kt-Q3; **7** B×Kt, KtP×B; **8** P×P, Kt-Kt2.



After Black's 8th move.

	36	37	38	39	40
9	Kt-Q4		P-QKt3	Kt-QB3	R-K sq (11)
	O-O (1)		O-O	Kt-B4	O-O
10	Kt-QB3		B-Kt2	Kt-Q4	Kt-B3
	B-B4 (2)	Kt-B4	P-Q4	B-R3 (9)	R-K sq (12)
11	B-K3	R-Q sq	P×P *en pas.*	Q-Kt4	Q-B4
	Q-K sq	Q-K sq !	P×P	B×R	Kt-B4
12	P-B4	R-K sq (6)	QKt-Q2	Q×P	Kt-KKt5
	P-Q3	Kt-K3	B-B3	R-KB sq	B×Kt
13	Kt-Kt3	Kt-B5	B×B	K×B	B×B
	B-Kt3 (3)	P-B3	Q×B	Kt-K3 (dia.)	Q×B
14	QR-Ksq(di.)	Kt×Bch(7)	KR-K sq	Kt-B5 (10)	Q×Kt
	P-B3	Q×Kt	Kt-B4	B-Kt4	R-K3 !
15	B×B	P×P —	Kt-K4	Q×P	QR-Qsq?(13)
	RP×B (4)	Q×P —	Kt×Kt	B×B	P-B3 !
16	P×BP		Q×Kt —	R×B —	Q-B4
	Q×Q (5)		B-Q2 (8) —	—	P×P+

NOTES TO TABLE 74.

(1) Black must not play 9 ..., Kt-B4, as he would then have no good reply to 10 R-Q sq.

(2) This defence is recommended by Lasker, and has been much played lately. It is, however, not at all clear that it is superior to 10 Kt-B4.

(3) Better than exchanging Bishops. Black might also play 13 ..., B-KKt5, to which White replies best with 14 Q-B2.

(4) If 15 ..., BP×B, White might continue with 16 P-K6, P-KB4; 17 R-B3 or Kt-Q4, with a good game.

(5) Continued 17 R×Q, R×P; 18 R-K8 ch, R-B sq (if 18 ..., K-B2; 19 KR-K sq+), and White has the option of drawing with 19 R-K7, R-B2, &c., or of continuing with 19 KR-K sq, with good prospects for the end game.

(6) Preventing the immediate advance of Black's QP or KBP. White might also play 12 B-K3, Kt-K3; 13 Kt-K4, Kt×Kt; 14 B×Kt, P-Q4; 15 P×P *en pas.*, P×P; 16 R-K sq+. Note that if in this variation Black plays 12 ..., P-B3, White replies 13 Kt×P!, P×Kt; 14 B×Kt, B×B; 15 Q-B4 ch, K-R sq; 16 Q×B+.

(7) Or 14 Q-Kt4, P×P; 15 B-R6, B-B3; 16 Kt-K4, with a powerful attack.

(8) This column is from the game Pillsbury *v.* Lasker, St. Petersburg, 1896, won eventually by White.

(9) Black by this move wins the exchange for two Pawns, but it is doubtful whether he would not do better to Castle, restoring the game to Col. 37.

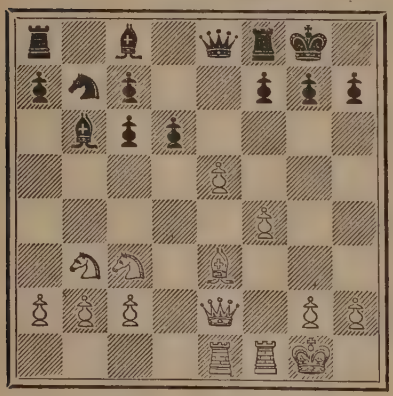
(10) As played by Zukertort in the London Tournament of 1883. White can also play 14 Kt×Kt, QP×Kt; 15 B-R6, or, if 14 ..., BP×Kt; 15 Q×P, with an ample equivalent in Pawns and position for the lost exchange.

(11) This column is from the game Tschigorin *v.* Janowski, London, 1899, won by Black.

(12) Black may also play 10 ..., P-Q4; 11 P×P *en pas.*, B×P, with a fairly open game as some compensation for the weakness of the Pawns on the Queen's side.

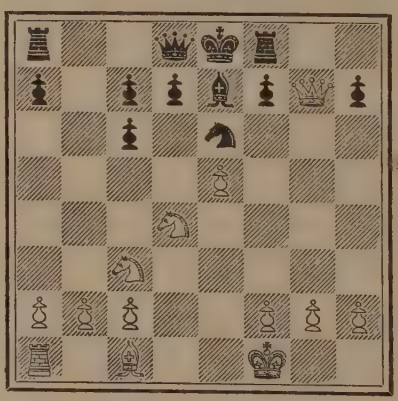
(13) Much better would be 15 R-K7, P-B3; 16 QR-K sq, P×P; 17 P-B4!, Q-K2; 18 Q×Q, R×Q; 19 R×P, R×R; 20 R×R, with a good game.

(Col. 36.)



After White's 14th move.

(Col. 39.)



After Black's 13th move.

TABLE 75.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, P-B4.

	41	42	43	44	45
4	Kt-B3 (1)		P-Q3 (7)	P×P?	P-Q4
	Kt-B3 (2)		P×P	P-K5	P×KP! (10)
5	P×P		P×P	Q-K2	B×Kt (11)
	P-K5	Kt-Q5	P-Q3	Q-K2	QP×B
6	Kt-KKt5	Kt×P	Kt-B3	B×Kt	Kt×P
	P-Q4	Kt×B	Kt-B3	KtP×B! (9)	Kt-B3
7	P-Q3!	Kt×Kt	B-Kt5	Kt-Q4	Kt-QB3
	B×P	Q-K2	B-K2 (8)	P-B4	B-Q3
8	P×P	O-O	B-QB4	Kt-Kt3	O-O
	P×P	Q×Kt	Kt-QR4	P-Q4	O-O
9	Q-K2	R-K sq	Q-K2	P-Kt4	B-Kt5
	B-QKt5 (3)	Kt-K5	B-Kt5	P-KR4+	Q-K sq+
10	B-Q2! (4)	P-Q4	O-O-O		
	Q-K2 (5)	Q×Kt?	Q-B sq		
11	Q-B4+	Q-R5 ch+	P-KR3+		
		(6)			

(1) We believe this to be the strongest move for White, and that it gives him a distinct advantage against any play.

(2) Black may also play 4 ..., P×P; 5 QKt×P, Kt-B3; 6 Kt×Kt ch, Q×Kt; 7 Q-K2, P-Q3; 8 P-Q4+. Or, if 5 ..., P-Q4; 6 Kt-Kt3+.

(3) Much better than 9 ..., Q-K2 at once, to which White replies with 10 Q-B4+.

(4) Not 10 Q-B4, on account of 10 ..., B×Kt ch; 11 P×B, Q-Q4, with a fairly even game.

(5) Or 10 ..., B×Kt; 11 B×B, O-O; 12 R-Q sq+.

(6) White will win the Queen or mate; for, if 11 ..., P-Kt3; 12 R×Kt ch, K-B2; 13 P×P ch and 14 Q×Q; or, if 11 ..., K-Q sq; 12 B-Kt5 ch, B-K2; 13 B×B (ch), K×B; 14 P-B6 ch, and 15 Q×Q.

(7) This column is from a game Janowski *v.* Trenchard, Vienna, 1898. It was won by White.

(8) Black might also play 4 ..., Kt-B3; 5 Kt-B3, B-B4; 6 O-O, P-Q3; 7 B-Kt5, P-KR3; 8 B×KKt, Q×B; 9 Kt-Q5, Q-B2; 10 P-QKt4, B-Kt3; 11 P-QR4, P-QR4; 12 Kt-Q2+.

(9) Better than 6 ..., QP×B, as, after 7 Kt-Q4, Black cannot play 7 ..., P-B4 with advantage on account of 8 Kt-K6.

(10) After 4 ..., P×QP, White can obtain a good game either with 5 Kt×P or 5 P-K5. Steinitz prefers the latter.

(11) Not 5 Kt×P?, to which Black would reply with 5 ..., Kt×Kt; 6 P×Kt, P-B3; 7 B-B4, Q-R4 ch; 8 Kt-B3, Q×KP+, for White cannot prevent the advance of P-Q4.

TABLE 76.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5.

	46	47	48	49	50
3	P-Q3		P-KKt3 (7)		
4	P-Q4 (1)		P-Q4		P-QB3
	B-Q2 (a)		P × P		B-Kt2
5	Kt-B3! (2)		B-Kt5	Kt × P	P-Q4
	Kt-B3	KKt-K2 (5)	P-B3 (8)	B-Kt2	P × P
6	O-O	B-QB4	B-KR4	B-K3	P × P
	B-K2	P × P	Q-K2 (9)	QKt-K2	QKt-K2
7	R-K sq	Kt × P	O-O	Kt-QB3	Kt-B3! (11)
	O-O (3)	Kt × Kt	Q-B4	Kt-KB3	Kt-KB3
8	B × Kt	Q × Kt	B × Kt	O-O	P-K5
	B × B	Kt-B3	QP × B	O-O	KKt-Q4
9	P × P	Q-K3	Kt × P	Q-Q2	Kt × Kt
	P × P	Kt-K4 (6)	B-Q2	P-B3	Kt × Kt
10	Q × Q	B-Kt3	P-QB3	B-Q3 —	Q-Kt3
	QR × Q	B-K3	O-O-O	P-Q4 —	Kt-K2 (12)
11	Kt × P+	P-B4+	P-QKt4		B-Kt5+
	B × P (4)		Q-B5 (10)		O-O (13)

(1) For the result of 4 B × Kt ch see Col. 16, where the position is practically the same.

(a) 4 ..., B-Kt5; 5 P × P, P × P; 6 Q × Q ch, R × Q. (Lasker *v.* Steinitz.)

(2) Lasker *v.* Blackburne, London, 1899, played 5 P-Q5, Kt-Kt sq; 6 B-Q3, B-K2; 7 Kt-B3, Kt-KB3; 8 Kt-K2, P-B3; 9 P-B4=. The game was eventually won by Black.

(3) This loses right away. Black must play 7 ..., P × P, but even then has a very difficult game.

(4) This column is from a game Tarrasch *v.* Marco, Dresden, 1892. The continuation was 12 Kt × B, Kt × Kt; 13 Kt-Q3, P-KB4; 14 P-KB3, B-B4 ch; 15 Kt × B, Kt × Kt; 16 B-Kt5, resigns. A remarkable game, Black's moves being nearly all forced.

(5) This column is from a match game, Lasker *v.* Steinitz, played in 1894. This line of defence is not to be commended.

(6) In a later game Steinitz played here 9 ..., B-K3; 10 Kt-Q5, B-K2; 11 B-Q2, O-O, but Black still has a very cramped game.

(7) The Barnes Defence, which has been a good deal played, but is not altogether satisfactory.

(8) This is better than 5 ..., B-K2, as after the exchange of Bishops Black's Pawns on the King's side become very weak.

(9) Black may also play 6 ..., B-Kt2, but will have a cramped and difficult game.

(10) This column is from the game Hodge's *v.* Jackson in the cable match, 1899. White has a slight superiority of position, and in the game referred to eventually won.

(11) Much better than 7 O-O, which leads only to an even game.

(12) If 10 ..., Kt-Kt3, White obtains a fine game with 11 B-Kt5, P-KB3; 12 P × P, B × P; 13 Kt-K5+. And if 10 ..., P-QB3, White wins with 11 B-QB4.

(13) After 12 O-O, P-QB3 White obtains a fine position with 13 Q-R3!

TABLE 77.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5, B-B4.

	51	52	53	54	55
4	P-B3 ! (1)				
	KKt-K2		Q-K2	Q-B3	P-Q3 (7)
5	O-O	P-Q4	O-O	O-O	P-Q4
	O-O (2)	P × P	Kt-B3	KKt-K2	P × P
6	P-Q4	P × P	P-Q4	P-Q4	P × P
	P × P	B-Kt5 ch	B-Kt3	P × P	B-Kt5 ch
7	P × P	Kt-B3	B-Kt5 (4)	B × Kt	Kt-B3 (8)
	B-Kt3	P-Q4	P-KR3	Kt × B	B-Q2
8	P-Q5	P × P	B × KKt	P-K5 !	O-O
	Kt-Kt sq	Q × P	P × B	Q-Kt3	KKt-K2 (9)
9	P-Q6	O-O	P-Q5	P × P	Q-Kt3
	P × P	B × Kt	Kt-Q sq	B-K2	B-R4
10	Q × P (3)	B × Kt ch	Kt-R4	Kt-B3 + (6)	B-QB4
	B-B2	Kt × B	P-B3		O-O
11	Q-R3	P × B —	Kt-B5		P-Q5
	P-Q4	O-O —	Q-B4		Kt-K4
12	R-Q sq +		P-QKt4 +		Kt × Kt +
			Q-B sq (5)		P × Kt (10)

(1) White can also play 4 O-O, and if 4 ..., P-Q3, continue either with 5 P-Q4 or with 5 P-B3, P-QR3; 6 B-R4, KKt-K2; 7 P-Q4, P × P; 8 P × P with a good game.

(2) If 5 ..., P-QR3; 6 B-R4, O-O; 7 P-Q4, &c., very much as before.

(3) The *Handbuch* gives as best 10 B-KB4, B-B2; 11 Kt-B3, P-QR3; 12 B-B4, P-QKt4; 13 B-Kt3, B-Kt2; 14 B × P, B × B; 15 Q × B +; but Black can reply to 10 B-KB4 with 10 ..., P-Q4!, and White's advantage is not greater than after 10 Q × P.

(4) Better than 7 B × Kt, KtP × B!; 8 Kt × P, Kt × P; 9 R-K sq, P-Q4, for White cannot now play 10 Kt × QBP on account of 10 ..., Q-B3!, nor can he play 10 P-B3 on account of 10 ..., Q × Kt.

(5) This column is from one of Morphy's games, and was continued 13 P × P, QP × P; 14 Kt-Q6 ch, K-K2; 15 Q-Q3, P × B; 16 Kt × B ch, R × Kt; 17 R-Q sq, and wins.

(6) Better than 10 P-Q5, Kt-Kt5, as played by Lasker in a match game against Steinitz, which resulted in a draw.

(7) Black may also play 4 ..., Kt-B3, to which White replies with 5 P-Q4, P × P; 6 P-K5, Kt-K5; 7 P × P, B-Kt5 ch; 8 B-Q2, with a slight superiority of position. Or 5 O-O, Kt × P; 6 Q-K2 +.

(8) White can also play either 7 B-Q2, or 7 K-B sq, or 7 K-K2, in each case obtaining a good game.

(9) Or 8 ..., Kt-B3; 9 B-Kt5, B × Kt; 10 P × B, P-KR3; 11 B × Kt, Q × B; 12 Kt-Q2 +.

(10) White now takes QKtP with Q, and remains a Pawn ahead with a good game.

Table 78.—RUY LOPEZ

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** B-Kt5.

	56	57	58	59	60
3	Kt-Q5 (1)			KKt-K2	B-Q3
4	Kt × Kt		B-B4	P-Q4 (6)	P-B3
	P × Kt		Kt × Kt ch	P × P	P-QR3
5	P-Q3	O-O	Q × Kt	Kt × P (7)	B-R4
	P-QB3	P-KR4 (5)	Q-B3	Kt × Kt	P-QKt4
6	B-QB4 (2)	P-Q3	Q-QKt3	Q × Kt	B-B2 ! (9)
	Kt-B3	P-QB3	B-B4	P-QB3 (8)	Kt-B3
7	O-O (3)	B-QB4	O-O	B-R4	P-Q4
	P-Q4	B-B4	P-Q3	P-Q4	O-O
8	P × P	P-B4	Kt-B3	Kt-B3	O-O
	Kt × P	P-Q4	P-B3	B-K3	B-Kt2
9	Kt-Q2 (4)	P × P	P-Q3	B-K3 +	B-Kt5
	B-K3	P × P	Kt-K2		P-R3
10	Kt-K4 —	B-Kt5 ch —	B-K3 +		B-KR4
	B-K2 —	K-B sq —			R-K sq
11					QKt-Q2 +

(1) This is Bird's favourite defence. It is not generally considered good for Black, and is seldom adopted by other players.

(2) 6 B-R4, Kt-B3 ; 7 O-O, (if) P-Q4 ; 8 P-K5, &c.

(3) Anderssen *v.* Blackburne. Or 7 B-KKt5, (if) Q ch ; 8 B-Q2. Or 7 Q-K2 !

(4) Or 9 R-K sq ch !, B-K2 (if B-K3 ; 10 Q-Kt4) ; 10 Q-K2, B-K3 ; 11 P-KB4 ! (C. E. R.)

(5) Bird's variation, stopping Q-R5. Or 5 ..., P-QB3 ; 6 B-R4 (if 6 B-B4, Kt-B3 ; 7 Q-K2), Kt-K2 ; 7 P-Q3, P-Q3, &c. ; if 6 ..., Kt-B3 ; 7 R-K sq !, B-K2 or B4 ; 8 P-K5+.

(6) This is the best reply to 3 ..., KKt-K2. After 4 P-B3 Black obtains a fairly even game with 4 ..., P-QR3 ; 5 B-R4, P-QKt4 ; 6 B-Kt3, P-Q4 ; 7 P × P, Kt × P ; 8 P-Q4, P × P ; 9 Kt × P, Kt × Kt ; 10 Q × Kt, B-K3.

(7) White can also obtain a good game with 5 O-O.

(8) It would be better to play 6 ..., Kt-B3 ; 7 B × Kt, QP × B ! ; 8 Q × Q ch, K × Q ; 9 Kt-B3, B-QKt5 ; 10 B-Kt5 ch, P-B3 ; 11 O-O-O ch, K-K2 ; 12 B-R4, B × Kt ; 13 P × B, and the position is slightly in Black's favour.

(9) Better than 6 B-Kt3, which leads to a fairly even game with 6 ..., Kt-B3 ; 7 O-O, Kt × P ; 8 R-K sq, Kt-B3 ; 9 P-Q4, P-K5 ; 10 B-Kt5, B-K2 ; 11 B × Kt, B × B ; 12 R × P ch, Kt-K2 ; 13 P-Q5, P-Q3.

SECTION XVI

THE FOUR KNIGHTS' GAME

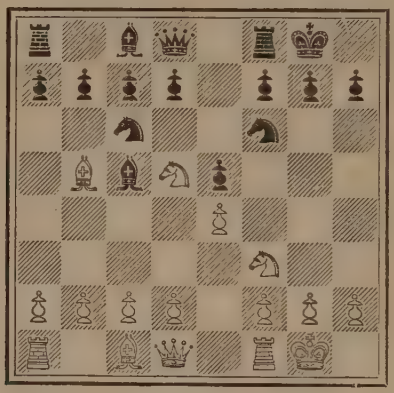
1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** Kt-B3, Kt-B3.

The Four Knights' Game is of comparatively recent growth, not having been adopted in any important match before the Paris Tourney in 1878. Although not yielding such a cramping attack to the first player as its congener the Ruy Lopez, it provides him with a safe and excellent game, and there are pitfalls which need care on the part of the defence to elude. These are too numerous to be pointed out separately, and not sufficiently profound to make it desirable that much space should be devoted to that purpose. The best course for the student is to examine carefully for himself the motive which prompts every move. Mr. Potter's minor principles will be found useful in this opening. One of its chief features is the study and pursuit of minute advantages. The weighing of these, discriminating between small and lesser evils, and selecting the one in order to avoid the other, with due regard to their constantly fluctuating values, so as to secure a superior position in the end-game, is the task the player sets himself.

In its soundest forms the Four Knights' Game is one of the dullest of the open games. It is probably for this reason that its popularity has of late somewhat declined. The forms of attack introduced by Mr. Blackburne and Dr. Flechsig are lively enough, but the former can hardly be considered reliable for players lacking Mr. Blackburne's ingenuity, and both may be easily avoided. The characteristic positions in this opening can be reached by various transpositions in the Ruy Lopez, Vienna, and Petroff *débuts*. By 4 P-Q4 the first player may bring about a variation of the Scotch Game.

Table 79.—THE FOUR KNIGHTS' GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** Kt-B3, Kt-B3; **4** B-Kt5, B-Kt5; **5** O-O, O-O (1); **6** Kt-Q5 (2), B-B4.



	1	2	3	4	5
7	P-Q4 (3) Kt × Kt	P × P	Kt × QP		B × P
8	P × B Kt-B3	B-Kt5 R-K sq (6)	KKt × Kt P × Kt	B × Kt	Kt × B QKt×Kt(11)
9	B × Kt (4) QP × B	R-K sq (7) Kt-K4 (8)	B-Kt5 R-K sq	B-Kt5 R-K sq	B-Kt5 Kt × B
10	Q × Q R × Q	KKt × Kt R × Kt	Q-B3 B-K2	Kt × Kt ch P × Kt	P-KB4 P-Q3 (12)
11	B-Kt5 R-K sq	P-KB4 R × B	Kt × B Q × Kt	B-R6 K-R sq	P × P P × P
12	B × Kt — P × B (5) —	Kt × Ktch(9) Q × Kt	KR-K sq Q-K4	P-B3 B-Kt3	R × Kt P-B3 (13)
13		P × R Q × P	B × Kt — P × B —	B-B4+	R-Kt6 RP × R (14)
14		P-K5 P-QB3 (10)			B × Q+

NOTES TO TABLE 79.

(1) 5 ..., B×Kt is contrary to sound principles, *e.g.* 5 ..., B×Kt; 6 QP×B, P-Q3; 7 B×Kt ch, P×B; 8 B-Kt5, P-KR3; 9 B×Kt, Q×B, and White has a Kt for a B, with doubled Pawns on both sides. If 5 ..., P-Q3; 6 Kt-Q5. (Tarrasch *v.* Lasker, 1908.)

(2) Or 6 P-Q3, P-Q3; 7 B-Kt5, B×Kt; 8 P×B, Kt-K2 or B-Q2=.

(3) A mode of attack introduced by Mr. Blackburne. White may play 7 P-B3!. See Col. 10.

(4) Steinitz recommends 9 Q-Q3, Q-K2; 10 B-K3, P-Q3; 11 Kt-Q2+.

(5) From a match game, Zukertort *v.* Rosenthal.

(6) See diagram. If 8 ..., P-Q3; 9 Q-Q3, B-K3; 10 B×QKt, P×B; 11 Kt×Kt ch, P×Kt; 12 B-R6, R-K sq; 13 Kt×P, &c.; if 9 Q-Q2, Black can play Kt×P!. (C. E. R.)

(7) Proposed as best by Messrs. Rosenthal and Zukertort.

(8) If 9 ..., P-Q3?; 10 Q-Q2.

(9) If 12 P×R, then Kt-K sq!.

(10) If 14 ..., P-Q4; 15 P×P *en pas.*, B-KKt5; 16 P-Q7, R-KB sq (if B×Q; 17 R-K8 ch, B-B sq; 18 R×R, &c.); 17 Q-Q3, P-QB3!. The column is continued after 14 ..., P-QB3 by 15 B-Q3, P-Q4; 16 P×P *en pas.*, B-KKt5=.

(11) Black may at least equalise by 8 ..., KKt×Kt.

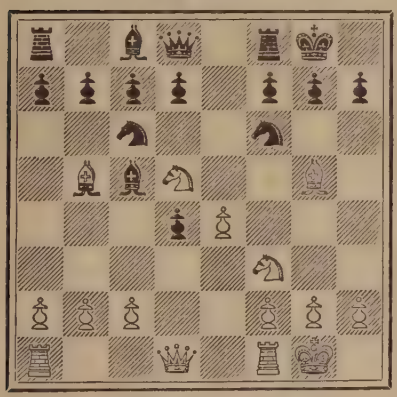
(12) Or 10 ..., P-B3!; 11 Kt×Kt ch, P×Kt; 12 B-R6, P-Q4!; 13 P-B5, K-R sq; 14 Q-R5, R-KKt sq (see diagram); 15 R-B3 (*a*), P×P; 16 R-KR3, Kt-Q5; 17 R-QB sq (if either 17 B-K3, P-B3, or R-Q sq; 18 B×P), Kt-B6 ch; 18 K-R sq, R-Kt4; 19 B×R (if 19 Q×P; 20 B×P), Kt×B+; or White may play 11 P×P, P×Kt; 12 R×Kt, &c.

(*a*) 15 QR-Q sq, Kt-Q3; 16 P×P (if 16 R-Q3, Kt×KP; 17 R-KR3, R-Kt4, &c.), P×P; 17 R×P, Q-Kt3 ch; 18 K-R sq, Q-B3; 19 R-Q2, Q-K5+. If 15 KR-K sq, Black still plays Kt-Q3. (Ranken.)

(13) He cannot take the Rook, but 12 ..., Q-Q2 looks safe enough.

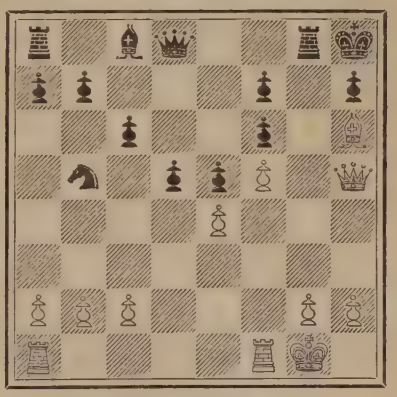
(14) If the Black Queen is moved, White wins by Kt-B6 ch and Q-R5; and if 13 ..., P-B3; 14 B×P, R×B; 15 Kt×R ch, and wins.

(Col. 2.)



After White's 8th move.

(Note 12.)



After Black's 14th move.

Table 80.—THE FOUR KNIGHTS' GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** Kt-B3, Kt-B3; **4** B-Kt5, B-Kt5.

	6	7	8	9	10
5	O-O			Kt-Q5	
	O-O			Kt × Kt	B-B4
6	Kt-Q5 (*a*)			P × Kt	P-B3 (10)
	Kt × Kt		B-K2 !	Kt-Q5 (8)	Kt × P
7	P × Kt		P-Q3	Kt × Kt	P-Q4
	Kt-Q5 (1)	P-K5	P-Q3	P × Kt	P × P
8	Kt × Kt (2)	P × Kt	Kt-K3 (6)	Q-Kt4!(dia.)	P × P
	P × Kt	P × Kt (3)	Kt-Q5	Q-K2 ch (9)	QKt × P(11)
9	Q-Kt4	Q × P	B-B4	K-Q sq	Kt × Kt
	B-B4	KtP × P (4)	P-B3	Q-B3	P-QB3
10	P-Q3	B-R4	P-B3	R-K sq ch	O-O
	P-QB3	B-Kt2 (5)	Kt × Kt ch	K-Q sq	P × Kt !
11	B-B4	P-B3	Q × Kt	R-K4	Kt-B5
	Q-B3	B-B4	B-K3	B-B4	O-O
12	R-K sq	P-Q4	B-Kt3	P-Q3	Q × P
	P-Q3	B-Kt3	Q-Q2	P-KR3	R-K sq (12)
13	Q-Kt5 —	B-Kt3 —	Q-K2	B-KB4+	B-Q3
	—	P-Q4 —	P-Q4		Q-B3
14			P × P		B × Kt
			P × P (7)		R-K4 (13)

(*a*) 6 P-Q3, P-Q3; 7 B-Kt5, B-K3; 8 P-Q4!. (Tarrasch *v.* Lasker, 1908.)

(1) See diagram, p. 133. If 7 ..., Kt-K2; 8 Kt × P, Kt × P; 9 P-QB3, with a slightly better game.

(2) If, as suggested ingeniously by Mr. Steinitz, 8 Kt × P, Kt × B; 9 P-QR4, Kt-Q5; 10 P-QB3, then B-B4; 11 P × Kt (if 11 P-QKt4 (*b*), B-Q3; 12 P × Kt, B × P), B × P; 12 Kt-B3, Q-B3; and we prefer Black's game.

(*b*) 11 Kt-Q3, P-Q3; 12 P-QKt4 (if 12 Kt × B, P × Kt; 13 P × Kt), B-KB4+.

(3) 8 ..., QP × P; 9 B-K2, P × Kt; 10 B × P. (Steinitz.)

(4) If 9 ..., QP × P; 10 B-K2! (C. E. R.), B-Q3; 11 P-B3, P-QB4; 12 R-Q sq; if 10 B-B4, B × P; 11 R-Q sq, Q-R5+. (Fraser.)

(5) From a game, Gunsberg *v.* Ranken, in the Vizayanagaram Tournament. If 11 Q-QKt3, P-QR4; 12 P-QB3, B-B4; if now 13 Q × B, B-Kt3, and wins.

(6) Or 8 B × Kt, P × B; 9 Kt-K3, P-B4; 10 P-QKt3, Kt-K sq; 11 B-Kt2, P-B4; 12 P × P, B × P; 13 Kt-Q2+.

(7) Zukertort *v.* Rosenthal.

(8) Or 6 ..., P-K5!; 7 P×Kt, QP×P; 8 B-K2. (*B. C. M.*, vol. x. p. 25.)

(9) See diagram below. If 8 ..., Q-B3; 9 O-O (or 9 P-KB4 to prevent Q-K4 ch), B-K2 (if O-O; 10 B×P); 10 R-K sq, P-QR3; 11 P-Q6+. Steinitz suggests 9 ..., P-B3; 10 R-K sq ch, K-Q sq; 11 B-B4, P-Q3; 12 Q-Kt3, B-KB4; 13 P-QB3, B-B4=. Or 8 ..., O-O; 9 O-O, B-B4; 10 P-Q6, B×P; 11 Q×QP, B-K2=. (*Schachzeitung.*)

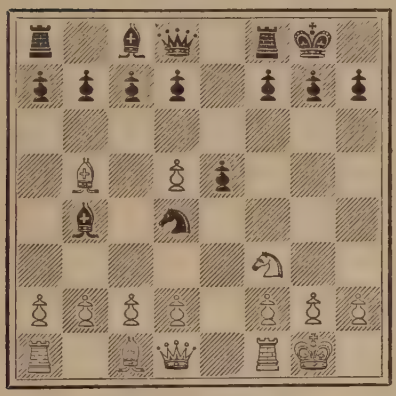
(10) Introduced by Dr. Flechsig at the Leipzig Congress, 1877. Steinitz gives 6 P-Q3, Kt×Kt; 7 P×Kt, Kt-Q5; 8 Kt×Kt, B×Kt; 9 P-QB3, B-B4!, &c.

(11) If 8 ..., B-Kt5 ch; 9 K-B sq, B-K2!; 10 B-KB4, Kt-Q3; 11 B-Q3, O-O; 12 P-KR4+. If 10 ..., P-Q3; 11 Kt×B, Q×Kt; 12 P-Q5, P-QR3; (if) 13 Q-R4, Kt-B4!; 14 P×Kt, &c.

(12) If 12 ..., Q-Kt3; 13 Q×Kt, Q×B; 14 B-R6+.

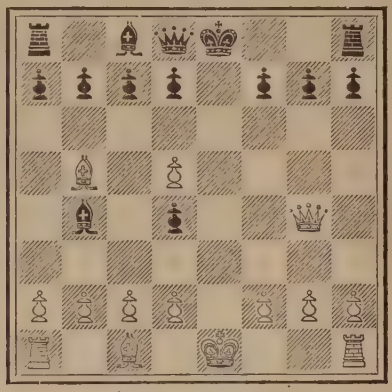
(13) Continued 15 Q-B4, P-Q4; 16 B×P, Q×Kt; 17 Q×B, R×B=. If 15 Kt-R6 ch, P×Kt; 16 Q-Q3, P-Q3; 17 B×P ch (if B-Q2, then B-B4), K-B sq; 18 B-Q2, Q-R5=. (Ranken.)

(Col. 6.)



After Black's 7th move.

(Col. 9.)



After White's 8th move.

TABLE 81.—THE FOUR KNIGHTS' GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** Kt-B3, Kt-B3; **4** B-Kt5.

	11	12	13	14	15
4	B-B4 (1)		P-QR3		
5	Kt×P	O-O	B×Kt (8)		
	Kt×Kt (2)	P-Q3 (5)	QP×B		
6	P-Q4 (dia.)	P-Q4	Kt×P		
	B-Q3! (3)	P×P	Kt×P (9)		
7	P-B4 (4)	Kt×P	Kt×Kt		
	Kt-B3!	B-Q2	Q-Q5		
8	P-K5	Kt×Kt (6)	O-O		
	B-Kt5	P×Kt	Q×KKt		
9	P×Kt	B-Q3	R-K sq (10)	(dia.)	
	Q×P+	O-O	B-K3 (11)		
10		Kt-R4	P-Q4		
		B-Kt3	Q-Q4	Q-KB4	
11		Kt×B	B-Kt5 (12)	B-Kt5	
		RP×Kt	K-Q2! (13)	P-R3	B-Q3
12		P-KB4	Q-Q2	Q-Q3	P-KKt4
		Q-K2	R-K sq (14)	K-Q2 (16)	Q-Q4 (17)
13		R-K sq (7)	P-QKt3!	B-R4	Q-Q2
			K-B sq	R-K sq	O-O
14			P-QB4	P-QB4	P-QB4
			Q-Q2	K-B sq	Q×BP
15			QR-Q sq	QR-Q sq+	Kt-B6 ch
			B-KB4 (15)		K-R sq (18)

(1) If 4 ..., P-Q3; 5 P-Q4, B-Q2; 6 B×Kt, B×B; 7 Q-Q3, P×P; 8 Kt×P+; or White may play 6 B-Kt5, B-K2; 7 P-Q5, Kt-QKt sq; 8 B-QB4+.

(2) Black may safely play 5 ..., Q-K2. If, however, 5 ..., B×P ch; then 6 K×B, Kt×Kt; 7 P-Q4, with the better game.

(3) Or 6 ..., B-Kt5; 7 P×Kt, Kt×P; 8 Q-Q4 (he may also play Q-Kt4), Kt×Kt; 9 P×Kt, B-K2; 10 P-K6, B-B3=.

(4) Weak before Castling. (Zukertort.) If 7 P×Kt, B×P; 8 O-O; or 8 Kt-K2, Q-K2, and may win a Pawn; but 9 B-Q3!, Kt×P; 10 O-O, P-Q4; 11 R-K sq, O O; 12 Kt-B4, R-Q sq; 13 Q-K2, and White will at least recover the Pawn. (Steinitz.)

(5) 5 ..., O-O; 6 Kt×P (or 6 P-Q3!), Kt×Kt; 7 P-Q4, B-Q3; 8 P-B4! Kt-B3; 9 P-K5, B-K2; 10 P-Q5+; if 6 ..., R-K sq; 7 Kt×Kt, QP×Kt; 8 B-B4, P-QKt4!; 9 B-K2, Kt×P; 10 Kt×Kt, R×Kt; 11 B-B3, R-K3; 12 P-Q3!+. (*B. C. M.*, vol. iii. p. 13.) Compare Col. 15, p. 116.

(6) Or 8 Kt-B5, O-O; 9 B-KKt5, B×Kt; 10 P×B+. (Paulsen *v.* Zukertort.)

(7) Schwarz *v.* Mackenzie (Vienna, 1882), won by the former.

(8) The variations consequent on this move are by Mr. Ranken, from the *Chess Player's Chronicle*, December 1879. For 5 B-R4 see the Ruy Lopez' Knight's Game.

(9) Mr. Wayte has shown this is the only way by which Black can recover his Pawn. If 6 ..., B-QKt5; 7 O-O, B×Kt; 8 KtP×B, Q-K2; 9 P-Q4, Kt×P; 10 R-K sq, Kt×QBP; 11 Q-Q2+.

(10) Steinitz prefers 9 P-Q4, Q-KB4; 10 P-KB4, &c. See diagram below.

(11) If 9 ..., B-K2; 10 P-Q4, Q-KB4! (if Q-Q4; 11 B-Kt5, B-K3; 12 B×B, K×B; 13 Kt-QB5, &c.); 11 Kt-Kt3, Q-Kt3 (best, otherwise 12 Kt-R5); 12 B-B4, winning a Pawn.

(12) 11 Kt-B3, Q-Q2; 12 B-Kt5, P-R3; 13 Q-R5, P-KKt3; 14 Q-R4, B-Kt2; 15 B-K3, P-KKt4; 16 Q-Kt3, O-O-O. (Clerc *v.* De Rivière.)

(13) If 11 ..., B-Q3; 12 P-QKt3, P-Kt4!; 13 Q-Q2, O-O; 14 P-QB4, P×P; 15 P×P, Q×BP; 16 Kt-B6 ch, K-R sq!; 17 R-K4, B-KB4; 18 R-R4+.

(14) If 12 .., B-Q3; 13 P-QKt3, QR-K sq; 14 P-QB4, Q-KB4; 15 QR-Q sq+.

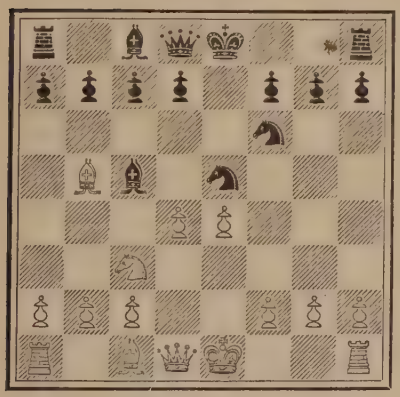
(15) Continued 16 P-B3, B×Kt; 17 P×B+.

(16) If 12 ..., Q-Kt3; 13 Kt-B6 ch, P×Kt; 14 R×B ch, K-Q2; 15 Q×Q, P×Q; 16 B×BP+.

(17) If 12 ..., Q-Kt3; 13 P-KB4+.

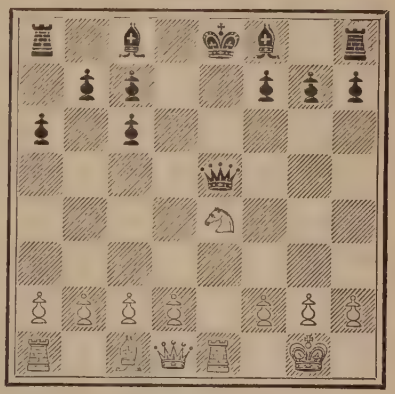
(18) If 15 ..., P×Kt; 16 B×P, Q-Q4; 17 R-K5, &c. The column is continued 16 QR-B sq, Q-Kt4; 17 P-QR4, Q×RP; 18 Q-Q3, P-KKt3; 19 Q-KR3, P-KR4; 20 Kt×P, B×KtP; 21 B-B6 ch, and wins.

(Col. 11.)



After White's 6th move.

(Col. 13.)



After White's 9th move.

TABLE 82.—THE FOUR KNIGHTS' GAME

1 P-K4, P-K4; **2** Kt-KB3, Kt-QB3; **3** Kt-B3, Kt-B3.

	16	17	18	19	20
4	B-Kt5	P-Q4	Kt × P	B-B4 (8)	
	Kt-Q5	B-Kt5 (6)	Kt × Kt	Kt × P	
5	Kt × P (1)	P-Q5	P-Q4	B × P ch	O-O
	Kt × KP (2)	Kt-QKt sq	Kt-Kt3	K × B	Kt × Kt
6	Kt × Kt (3)	Kt × P —	P-K5	Kt × Kt	QP × Kt
	Q-K2 (4)	P-Q3 —	Kt-Kt sq (7)	P-Q4	Q-K2
7	O-O		B-QB4	QKt-Kt5 ch (9)	R-K sq
	Q × Kt		P-QB3	K-Kt sq (10)	P-Q3
8	R-K sq		Q-B3	P-Q4	Kt-Kt5
	B-K2		P-Q4	P-KR3	Kt-Q sq
9	Kt-B3 (5)		P × P *en pas.*	Kt-R3	P-B4
			Kt-B3	B × Kt	P-B3
10			Q-K2 ch	P × B	P × P
			K-Q2 +	P-K5	QP × P
11				Kt-K5	Q-R5 ch
				Kt × Kt	P-KKt3
12				P × Kt —	Q-R4
				P-B3 —	B-Kt2
13					Kt-K4
					B-K3 +

(1) Or 5 B-B4, Kt × KP; 6 B × P ch, &c.

(2) If 5 ..., Kt × B; 6 Kt × Kt, P-Q3; 7 Kt-KB3, Kt × P; 8 Q-K2, Q-K2; 9 Kt × BP ch +.

(3) If 6 B-B4, Q-Kt4; 7 O-O +. Steinitz notes 6 ..., Kt-Q3, good enough.

(4) Or he may safely take the Bishop.

(5) If 9 ..., Q-Q3; 10 B-B4; if 9 ..., Q-QB4; 10 P-QKt4, Q × P; 11 Kt-Q5, Q-B4; 12 Kt × B +. (Steinitz.)

(6) 4 ..., P × P!; 5 Kt × P, B-Kt5, transposes into the Scotch Game. See Col. 35, p. 46.

(7) 6 ..., Q-K2; 7 B-KKt5, P-KR3; 8 Kt-Q5, Q-Q sq; 9 Kt × Kt ch, P × Kt; 10 B × BP, &c.

(8) 4 P-QR3, P-Q4 (or P-QR3); 5 P × P, Kt × P; 6 Kt × P, QKt × Kt; 7 Q-K2 =.

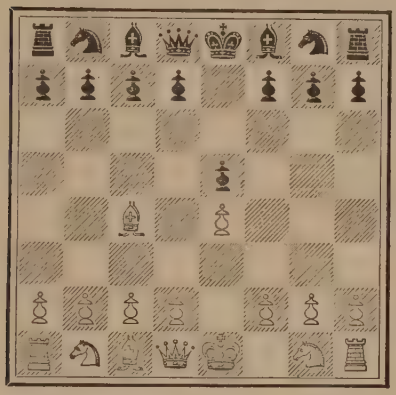
(9) If 7 KKt-Kt5 ch, K-K sq; 8 Q-R5 ch (or 8 Q-B3, Q-K2), P-Kt3; 9 Q-B3, B-KB4 +.

(10) Or 7 ..., K-K sq!.

BOOK II

THE KING'S BISHOP'S OPENING

1 P-K4, P-K4; 2 B-B4.

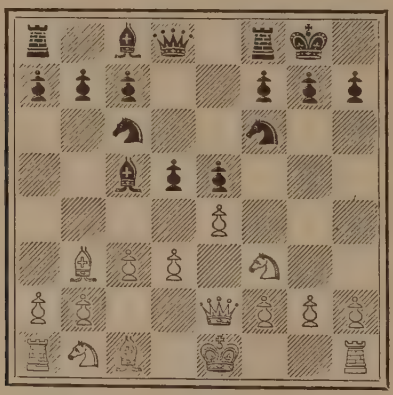


In practice the King's Bishop's Opening is often treated as if it were merely a transposition of the King's Knight's Opening, and recent analysis tends to the same conclusion. It has, however, a separate history and a special form. The principle upon which it is founded is the plausible one that it must be better to play 2 B-B4 than 2 Kt-B3, because the former does not interfere with the advance of the KB Pawn. Accepting a theory so unexceptionable, the older experts for the same reason recommended the reply 2 ..., B-B4. Walker (1841) considered 2 ..., Kt-KB3 an inferior move, its good points notwithstanding. It attacked the King's Pawn, and if White paused to defend the same, Black, after 3 ..., B-B4, was in a position to Castle, and the attack on his weak KB Pawn, of which much was made by early writers, had lost its force. To obviate this apparent loss of time, White played the counter attack 3 Kt-KB3, and in reply to 3 ..., Kt × P he was advised to play 4 Q-K2 (Col. 7). The ingenious but artificial variation in which this development works out to Black's advantage is evidence of the time and labour bestowed upon it. The result was the discovery of the Boden-Kieseritzky Gambit (4 Kt-QB3 for the first player instead of 4 Q-K2); and subsequently in Q-K2 being adopted for White on the third move,

as the continuation most in accordance with the spirit of the attack. This move, when played after 2 B-B4, B-B4, is fairly met by 3 ..., Q-K2 on Black's part. After 2 ..., Kt-B3; Q-K2, the reply Q-K2 is stopped by development considerations. White threatens the advance of his centre Pawns, while keeping in hand the possibility of B × P ch.

Besides the development move 2 ..., B-B4, and the counter attack 2 ..., Kt-KB3, Black may reply to 2 B-B4 by the purely defensive move 2 ..., P-QB3 (to stop the action of White's King's Bishop by P-Q4), or by the counter attack 2 ..., P-KB4. The latter is a little stronger in this opening than in the King's Knight's Opening, owing to White's move 2 B-B4 not being so immediately attacking as 2 Kt-KB3. Both these variations have been elaborated by the older writers, and we have found little to add to previous analysis.

The counter development by 2 ..., B-B4, as now continued, leads to a game very similar to the Giuoco Piano (Cols. 11–17). Mr. Potter, in reviewing the Bishop's Opening, is disposed to abandon all these lines of play as obsolete, and rest his prospects for the first player on the variation given in Col. 1 and Note 4. Here it will be seen that White adopts a defensive attack, while Black plays an attacking defence. The same position may be brought about in the Giuoco Piano by the moves 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-B3, Kt-B3; 5 P-Q3, O-O; 6 Q-K2, P-Q4; 7 B-Kt3. See diagram below.



SUMMARY OF THE SECTIONS INTO WHICH THE KING'S BISHOP'S OPENING IS DIVIDED

1 P-K4, P-K4; **2** B-B4.

SECTION I. *The Berlin Defence.*

2 ..., Kt-KB3, &c. Cols. 1–10.

The Classical Defence.

2 ..., B-B4, &c. Cols. 11–22.

McDonnell's Double Gambit.

2 ..., B-B4; 3 P-QKt4, B × P; 4 P-B4, &c. Col. 23.

The Queen's Bishop's Pawn Defence.

2 ..., P-QB3, &c. Cols. 24–25.

The Calabrese Counter Gambit.

2 ..., P-KB4, &c. Cols. 26–30.

SECTION II. *The Boden-Kieseritzky Gambit.*

2 ..., Kt-KB3; 3 Kt-KB3, Kt × P; 4 Kt-B3, &c.

SECTION I

TABLE 83.—THE BERLIN DEFENCE

1 P-K4, P-K4; 2 B-B4, Kt-KB3.

	1	2	3	4	5
3	Q-K2		Kt-QB3	P-Q4	
	Kt-QB3 (1)		B-B4 (7)	P×P!	
4	P-QB3 (2)		P-Q3	P-K5 (8)	Kt-KB3
	B-B4 (3)		Kt-B3	P-Q4	Kt×P
5	P-B4 (4)		B-KKt5	B-Kt3! (9)	Q×P
	B×Kt		P-Q3	Kt-K5	Kt-B4
6	R×B		Kt-Q5 —	Kt-K2	Kt-K5
	O-O	P-Q4	—	B-QB4 (10)	Kt-K3
7	P-Q3 (5)	P×QP		P-KB3	O-O
	P-Q4	B-Kt5		Kt-Kt4	Kt×Q (11)
8	B×P	Q-K3		Kt×P —	B×P ch
	Kt×B	Kt×P		Kt-K3 —	K-K2
9	P×Kt	Q-Kt3+			B-Kt5 ch
	P×P				K-Q3
10	B×P				Kt-B4 ch
	R-K sq				K-B3
11	B-K3				B×Q
	Kt-K4+ (6)				P-Q4 (12)

(1) If 3 ..., B-B4; 4 B×P ch?, K×B; 5 Q-B4 ch, P-Q4; 6 Q×B, Kt×P+.

(2) 4 Kt-KB3, B-B4; 5 Kt-Kt5, P-Q4; 6 P×P, Kt×P; 7 P-Q3, O-O. (Gunsberg *v.* Burn.)

(3) If 4 ..., P-Q4; 5 P×P, Kt×P; 6 P-Q4!.

(4) Or 5 Kt-B3, O-O; 6 P-Q3, P-Q4; 7 B Kt3=. (Potter.) Diagram, p. 138.

(5) If 7 P-B5, P-Q4; 8 P×P, Kt×P; 9 P-KKt4, P-K5+.

(6) 12 P-KR3, B-B4; 13 P-Q4, B-Q5, &c.

(7) 3 ..., Kt×P; 4 B×P ch (or Q-R5 (C. E. R.)), K×B; 5 Kt×Kt, P-Q4 (or Kt-B3; 6 Q-B3 ch, K-K sq); 6 Q-B3 ch, K-Kt sq; 7 Kt-Kt5 (or Q-QKt3!), Q-Q2+; or 4 Kt×Kt, P-Q4; 5 Q-R5, P×B; 6 Q×KP ch, B-K3; 7 Kt-KB3? (Haller *v.* Pollock), or 7 P-QR3! (Lee). If 3 ..., P-B3; 4 P-B4. If 3 ..., P-QKt4, Black plays the Evans Gambit with a move behind.

(8) 4 Q×P leads into the Centre Gambit. If 4 B-KKt5, Kt-QB3 (or B-K2; 5 P-K5, Kt-Kt sq). After 3 ..., Kt×P; 4 P×P, with a good game.

(9) 5 B-Kt5 ch, B Q2; 6 B×B ch, KKt×B; 7 Q×P, QKt×B3; 8 Q×P, KKt×P+.

(10) Or 6 ..., B-Kt5 ch. (C. E. R.)

(11) This column is Prince Ouroussoff's variation. Black may play 7 ..., Kt-QB3 or B-B4+.

(12) 12 Kt-K3, B-K3=; if 11 ..., Kt×P; 12 R-B sq, Kt×R; 13 Kt-K5 ch, K-Q3; 14 B×P ch, K-K2; 15 Kt-QB3, K-B3; 16 Kt-Q5 ch, K-B4; 17 P-KKt4 ch, and wins.

Table 84.—THE BERLIN DEFENCE

1 P-K4, P-K4; **2** B-B4, Kt-KB3.

	6	7	8	9	10
3	P-B4	Kt-KB3	P-Q3		
	Kt×P (1)	Kt×P	P-Q4?	B-B4	Kt-B3
4	P-Q3	Q-K2 (4)	P×P	P-KB4 (7)	P-KB4
	Q-R5 ch (2)	P-Q4	Kt×P	P-Q4	B-B4
5	P-KKt3	B-Kt3 (5)	Kt×KB3	B×P (8)	P×P (10)
	Kt×KtP	Kt-QB3	Kt-QB3	Kt×B	QKt×P
6	Kt-KB3	P-Q3	O-O	P×Kt	B-Kt3
	Q-R4	Kt-B4	B-K2	Q×P	O-O
7	R-Kt sq	Kt×P	R-K sq	Kt-KB3	Kt-KB3 (11)
	P-Q4!	Kt-Q5	P-KB3	P×P	Kt×Kt
8	B×P	Q-K3	P-Q4+	B×P	Q×Kt
	P×P (3)	Kt(B4)×B		B-Kt3 (9)	P-Q4
9		O-O (6)		Kt-B3 —	B-Kt5!
		Kt×P		Q-K3 ch —	P×P
10		Q-K2			P×P
		Kt(Kt6)Q5+			B-KKt5+

(1) 3 ..., P×P transposes into the German Defence to the Bishop's Gambit. If 3 ..., P-Q4; 4 BP×P (P×QP; 4 P×P is also a position in the Bishop's Gambit), Kt×P; 5 Q-B3, Q-R5 ch (or Kt-QB3); 6 P-KKt3, Kt×KtP; 7 P×Kt, Q×B; 8 Kt-B3, B-K3; 9 P-Q3, Q-B3; 10 B-Kt5 (or KKt-K2! (C. E. R.)), P-Q5+.

(2) Mr. Wayte notes that 4 ..., Kt-Q3 is worth consideration. He continues by 5 B-Kt3, P×P; 6 QB×P, Kt-B4. (*B. C. M.*, 1891, p. 506.)

(3) Black's advantage is doubtful against White's development. If 7 ..., Kt-B4; 8 R-Kt5, Q-R6; 9 B×P ch, K-K2; if 9 ..., K×B; 10 R-R5, &c.

(4) 4 Kt-QB3 transposes into the Boden-Kieseritzky Gambit. If 4 P-Q3, Kt-Q3; 5 Kt×P, Kt×B; 6 Kt×Kt, P-Q4; 7 Kt-K5, B-Q3; 8 P-Q4, &c.

(5) If 5 Kt×P, B-K3!.

(6) If 9 K-B sq, B-QB4.

(7) 4 Kt-QB3 runs into the Giuoco Piano.

(8) If 5 P×QP, Kt-Kt5. If 5 P×KP, Kt×P.

(9) Or Black could castle and give up the Bishop's Pawn. (*Handbuch.*)

(10) 5 Kt-KB3 transposes into the King's Gambit Declined, and 5 Kt-QB3 into the Vienna Game.

(11) Or 7 B-Kt5!. (*Handbuch.*) If 7 P-Q4, Kt×P, threatening Q-R5 ch.

TABLE 85.—THE CLASSICAL DEFENCE

1 P-K4, P-K4; 2 B-B4, B-B4.

	11	12	13	14	15
3	P-QB3 Kt-KB3				Q-Kt4 (7) Q-B3 (8)
4	P-Q4 P×P				Q-Kt3 !
5	P-K5 ! P-Q4 (1)			Q-K2 ?	Kt-K2 Kt-QB3
6	B-QKt5 ch B-Q2	P×Kt P×B	B-Kt3 Kt-K5	P×P B-Kt5 ch	P-Q3 P-Q3
7	B×B ch KKt×B	Q-R5 O-O !	P×P Q-R5 (4)	K-B sq ! Kt-K5	B-K3 B-Kt3
8	P×P B-Kt5 ch	Q×B R-K sq ch	B-K3 ! B-Kt5 ch	Q-Kt4 P-KB4 (6)	Kt-Q2 — KKt-K2 —
9	Kt-QB3 O-O	Kt-K2 (3) P-Q6	K-B sq ! P-QB3	Q-R5 ch P-Kt3	
10	Kt-K2 P-QB4	B-K3 P×Kt	P-Kt3 (5) B-R6 ch	Q-R6 P-B3	
11	P×P Kt×BP (2)	Kt-Q2 Kt-R3	Kt×B Q×Kt ch	P-B3 P-Q4	
12	O-O B×Kt	Q×P (B5) Q×P	K-Kt sq P-KR3	B-K2 +	
13	Kt×B P-Q5	Q×KP — —	B-B2 — —		
14	Kt-K2 — Kt-B3 —				

(1) 5 ..., Kt-K5; 6 Q-K2, Kt-Kt4; 7 P-B4, Kt-K3; 8 P-B5, Kt-B sq; 9 Kt-B3, P×P; 10 Kt-Kt5+.

(2) 11 ..., Kt×KP leaves the isolated Queen's Pawn less defensible after the 14th move.

(3) 9 K-B sq, P×QBP; 10 Kt×P, Q-Q6 ch; 11 KKt-K2, R×Kt; 12 Q-Q5, R-QB7 ch+.

(4) Black can play 7 ..., B-Kt5 ch, or B-Kt3 with advantage. (C. E. R.)

(5) I prefer 10 Kt-K2, followed by P-B3; or 10 Kt-KB3. (C. E. R.)

(6) 8 ..., P-QB3; 9 Q×Kt, P-Q4; 10 B×P, P×B; 11 Q×QP+.

(7) Approved by Jaenisch. If 3 ..., Q-K2; 4 Kt-KB3, P-Q3; 5 O-O, B-K3, &c.

(8) 4 K-B sq, Q-K2; 5 P-Q4, B-Kt3; 6 Kt-B3, P-Q3, &c.

TABLE 86.—THE CLASSICAL DEFENCE

1 P-K4, P-K4; **2** B-B4, B-B4.

	16	17	18	19	20
3	P-QB3		Q-K2		
	P-Q4		Kt-KB3	Q-K2	P-Q3 (8)
4	B×P (1)		P-B4 (5)	P-B4 (6)	P-B4 (9)
	Kt-KB3		P-Q4	Kt-KB3	B×Kt?(10)
5	Q-B3! (2)	P-Q4	B×P	Kt-KB3	R×B
	O-O (3)	P×P	Kt×B	P-Q3	P×P
6	P-Q4 (4)	P×P	P×Kt	Kt-B3	P-Q4
	P×P	B-Kt5 ch	O-O	P-B3	Q-R5 ch
7	B-Kt5	Kt-QB3	P×P	P-Q3	P-KKt3
	P×P	Kt×B	Q×P	B-KKt5	P×P
8	B×Kt	P×Kt	Kt-QB3	P-B5	R×P
	P-B7	Q×P	Q-Q sq	QKt-Q2	Kt-KB3
9	Kt-B3	Kt-B3	Kt-B3 —	B-KKt5 (7)	B-KKt5
	Q×QB	B-Kt5	B-KKt5 —	P-KR3	Q-R4
10	Q×Q	B-K3		B-R4	Q-Kt2
	P×Q	B×KKt		P-KKt4	Kt-Kt5
11	Kt-B3	Q×B		P×P *en pas.*	B-Q2
	P-B3	Q×Q		P×P	Kt×P
12	B-Kt3	P×Q —		P-KR3	B-K2+
	P-B4	—		B×Kt	
13	P-K5 —			Q×B —	
	B-K3 —			O-O-O —	

(1) If 4 P×P, B×P ch; 5 K×B, Q-R5 ch+.

(2) Or 5 Q-R4 ch, P-B3; 6 B×P ch, K-B sq; 7 Kt-B3!, P-QKt4; 8 Q-Kt3, Kt×P; 9 P-Q4, P×P; 10 P×P, B×P; 11 Kt×B, Q×Kt; 12 B-K3, &c. (C. E. R.) Or 5 Q-Kt3, O-O; 6 B×KtP or Kt-B3, &c.

(3) Or 5 ..., Kt×B; 6 P×Kt, P-B4; (if) 7 Kt-K2, O-O; 8 P-Q4, P-K5; 9 Q-Kt3, B-Q3; 10 B-B4, B×B; 11 Kt×B, &c.

(4) Or 6 B-B4, B-KKt5; 7 Q-Q3, Q-K2; 8 Q-B2, B-K3; 9 B×B, P×B; 10 Kt-B3, Kt-B3; 11 P-Q3, (if) Kt-Kt 5; 12 R-B sq!. (*Handbuch.*)

(5) Or 4 P-Q3. (C. E. R.) For 4 B×P ch, see Col. 1, Note 1.

(6) The Lopez Gambit (Cols. 18–20). If 4 ..., P×P; 5 Kt-KB3, P-KKt4; 6 P-KR4, &c.

(7) Or 9 P-KR3!. (C. E. R.)

(8) 3 ..., Kt-QB3; 4 P-QB3, Kt-B3 transposes to Col. 1; 4 B×P ch is not good.

(9) Or 4 P-QKt4, B×P; 5 B×P ch, K×B; 6 Q-B4 ch, &c.

(10) Or 4 ..., Kt-KB3; 5 P-Q3, Kt-Kt5; 6 Kt-KB3, B-B7 ch; 7 K-Q sq, B-QB4; 8 R-B sq, Kt-QB3, &c.

TABLE 87.—THE CLASSICAL DEFENCE, &c.

1 P-K4, P-K4; 2 B-B4.

	21	22	23	24	25
2	B-B4			P-QB3?	
3	P-B4	Q-R5 (5)	P-QKt4	Q-K2	P-Q4
	B×Kt! (1)	Q-K2	B×KtP	Kt-B3	Kt-B3
4	Q-R5 (2)	Kt-KB3	P-B4 (8)	P-B4	Kt-KB3
	Q-K2	P-Q3	P-Q4! (9)	P×P? (11)	P-Q4
5	R×B	Kt-Kt5	P×QP	P-K5	P×KP
	Kt-QB3	Kt-KB3	P-K5	Kt-Q4	Kt×P
6	P-Q3	Q×P ch (6)	Kt-K2	P-Q4	B-Q3 —
	Kt-B3	Q×Q	Kt-KB3	B-K2	P-KB4 —
7	Q-K2 (3)	B×Q ch	O-O (10)	B×Kt	
	Kt-Q5	K-K2	O-O	B-R5 ch	
8	Q-Q sq	B-B4	QKt-B3	P-KKt3	
	P-Q4	P-KR3	P-B3	P×P	
9	P-B3	Kt-KB3	P×P	B×P ch	
	Kt-Kt5	Kt×P	Kt×P	K×B	
10	P-KKt3	O-O —	K-R sq	Q-B3 ch+	
	P×B (4)	K-Q sq (7)—	B-Kt5+		

(1) 3 ..., Kt-KB3, or P-Q3, will transpose into the King's Gambit Declined. If 3 ..., P×P?; 4 P-Q4, Q-R5 ch; 5 K-B sq, B-Kt3; 6 Kt-KB3+.

(2) If 4 R×B, Q-R5 ch; 5 P-KKt3, Q×RP; 6 K-B sq, P-Q4+.

(3) 7 Q-Q sq, P×P; 8 B×P, P-Q4, &c.

(4) 11 P×Kt, KP×QP; 12 P-KR3, Kt-B3; 13 Q-R4 ch, P-B3; 14 Q×P (B5), B×P+.

(5) If 3 Q-Kt4, Q-B3. 3 Kt-KB3 transposes into the Giuoco Piano. If 3 P-Q4, B×P; 4 Kt-KB3, Kt-QB3 (or Q-B3); 5 P-B3, B-Kt3; 6 Kt-Kt5, Kt-R3 7 Q-R5, Q-B3+.

(6) B×P ch, K-Q sq; 7 Q-R4, R-B sq; 8 B-B4, Kt-Kt5; 9 O-O, R×P+.

(7) To provide against P-Q4 or Kt-R4.

(8) If 4 P-QB3, B-B4?; 5 P-Q4, P×P; 6 B×P ch, &c.; if 4 ..., B-R4, White may vary with 5 Q-Kt3, Q-B3; 6 P-B4, &c.

(9) White's move 4 P-B4 constitutes McDonnell's Double Gambit. If 4 ..., P×P; 5 Kt-KB3, P-Q4 (or B-K2); 6 P×P (6 B×P, Kt-KB3; 7 P-B3, Kt×B, followed by B-Q3 or Kt×KtP+), Kt-KB3; 7 P-B3, B-Q3+. (Sanders.)

(10) 7 P-B3!, B-QB4; 8 P-Q4, P×P *en pas.*; 9 Q×P, O-O!; 10 B-R3, B×B; 11 Kt×B, B-Kt5, &c. (Mongredien *v.* Morphy.)

(11) Or 4 ..., P-Q3; 5 P×P, P×P; 6 Kt-KB3, B-Q3, &c.

TABLE 88.—THE CALABRESE COUNTER GAMBIT

1 P-K4, P-K4; **2** B-B4, P-KB4 (1).

	26	27	28	29	30
3	P-Q3 (2)			B×Kt	P×P
	Kt-KB3			R×B	Kt-KB3
4	P-B4 (3)			Q-R5 ch (7)	Kt-QB3 (9)
	P-Q4 (4)	P-Q3	P×BP	P-Kt3	P-Q4
5	P×QP	Kt-KB3	B×P!	Q×RP	Kt×P
	P×P	P×KP (6)	P×P	R-Kt2	Kt×Kt
6	Q-K2 ch	QP×P	P×P	Q-R8	Q-R5 ch
	B-K2	B-Kt5	Q-K2	Q-Kt4	K-K2
7	Kt-QB3	P×P	P-K5	Q-R3	P-Q4
	QKt-Q2	B×Kt	P-Q3	P×P	Q-Q3
8	B×P	Q×B	Q-K2	Kt-QB3	B-Kt5 ch
	Kt-Kt3	P×P	P×P	Q-B4	Kt-KB3
9	O-O-O+ (5)	Q-QKt3	B×P	Q-K3	Kt-B3
		Q-B sq	P-B3	R-B2	P-K5
10		B-KKt5+	Kt-KB3+	Kt-R3	or Q-Kt5 ch
				P-Q4 (8)	

(1) 2 ..., P-QKt4; 3 B×KtP, P-KB4; 4 P-Q4, P×QP; 5 Q×P, P-B3; 6 B-B4, Kt-B3!; 7 B-KKt5, B-K2; 8 P-K5, Kt-Kt5; 9 B×B, Q×B; 10 Kt-KB3!.

(2) The reply 2 ..., P-KB4 constitutes the Calabrese Counter Gambit. If 3 P-Q4, P×QP; 4 B×Kt (or Q×P, Kt-QB3; 5 Q-K3, P×P; 6 Q×P ch, Q-K2=), R×B; 5 Q×P, Kt-B3!; 6 Q-Q5, Kt-K2; 7 Q-Q3, P×P; 8 Q×KP, P-KKt3=.

(3) 4 Kt-KB3 gives a position in the King's Gambit Declined, with White a move in hand.

(4) 4 ..., P×KP; 5 P×KP (if 5 QP×P, Kt-B3, &c.), P-Q4; 6 P×Kt, P×B; 7 P×KtP, B×P; 8 Q-R5 ch+. (C. E. R.)

(5) Or 9 P-Q6, P×P; 10 B-Kt5 ch, or B-K6+. (C. E. R.)

(6) 5 ..., P×BP; 6 O-O, P×P; 7 P×P, &c.

(7) 4 Kt-QB3!, Q-Kt4; 5 Q-B3, P-Q3; 6 P-Q4, Q-Kt3=. If 4 P×P, P-Q4!; 5 Q-R5 ch, P-KKt3; 6 P×P, R×P; 7 Q×RP, Q-B3+. (*Handbuch.*)

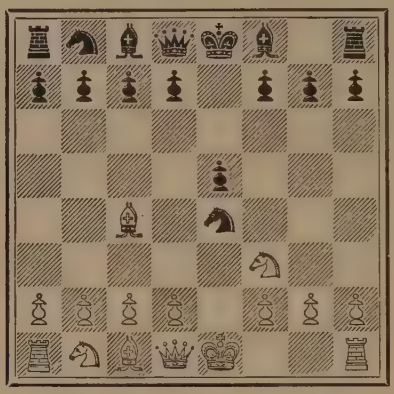
(8) 11 Kt×QP, Kt-B3; 12 P-Q3, Kt-Q5+; if 12 P-QB3, B-K3, &c.

(9) 4 P-Q4, P×P; 5 Q×P, P-Q4; 6 B-Q3, Kt-B3; 7 Q-K3 ch, K-B2; 8 Kt-K2, B-Kt5 ch; 9 P-B3, R-K sq; 10 Q-Kt3, B-Q3+. Another variation is 4 P-KKt4, P-Q4; 5 B-Kt3, P-KR4; or 5 ..., B-B4, as in the King's Gambit. Advantage in the column is doubtful.

SECTION II

THE BODEN-KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** B-B4, Kt-KB3; **3** Kt-KB3, Kt×P.



THERE is a combined proprietorship in this opening owing to its discovery simultaneously by Messrs. Boden and Kieseritzky. It is worthy of attention as an example of the difficult and occasionally dangerous position which may arise through the capture of an opponent's King's Pawn before your King has castled. After 4 Kt-B3, Kt×Kt; 5 QP×Kt, P-KB3, White has to all appearance an overpowering attack with his Queen, two Bishops, and Knight; and this no doubt would be the case if he were free to go on with it. But he is not quite safe at home. He is therefore obliged to expend a preliminary move in castling, which gives Black time to form a line of defence with his Pawns. There is a period of "Sturm und Drang," but in the end Black, with care and patience, will either retain the Pawn captured on his third move, or gain an advantage in position. He may, if he prefers it, turn the opening into the Two Knights' Defence by playing Kt-QB3 on his third move, or he may secure an even game by Kt-QB3 on his fourth move, thereby transposing into the Four Knights' Game.

The Gambit position may be brought about in the Petroff Counter Attack or the Vienna Opening.

TABLE 89.—THE BODEN-KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** B-B4, Kt-KB3; **3** Kt-KB3, Kt×P (1).

(Diagram, p. 146.)

	1	2	3	4	5
4	Kt-B3 (2)			Q-K2	Kt×P
	Kt×Kt (3)			P-Q4	P-Q4
5	QP×Kt			Kt×P (16)	B-Kt3 (19)
	P-KB3 (4)		P-Q3 ?	B-QB4 ! (17)	Q-Kt4
6	O-O		Kt×P (13)	P-Q3	O-O
	P-Q3	Q-K2 ! (8)	Q-K2 (14)	P×B ! (18)	Q×Kt
7	Kt-R4	R-K sq (9)	B×P ch	Q×Kt	R-K sq (20)
	P-KKt3	P-Q3 (10)	K-Q sq	O-O	B-QB4
8	P-B4	Kt-R4	O-O	Q×BP	Q-K2
	Q-K2 (5)	Kt-B3 (11)	Q×Kt	Q-K2	B-KKt5 (21)
9	P-B5	P-B4 (12)	R-K sq	P-Q4	Q×B
	P-KKt4 (6)	B-Q2	Q-B3 (15)	B×P	B×P ch
10	Q-R5 ch	Q-R5 ch	R-K8 ch	Q×B	K-B sq
	K-Q sq	K-Q sq	K-Q2	Kt-B3	B×R
11	Kt-B3 (7)	Kt-Kt6	Q-Kt4 ch	Q-K3 —	Q-B8 ch (22)
	P-KR3	Q-K sq	K-B3	—	K-K2
12	Kt×KtP	B-Q3	B-Q5 ch !		Q×R
	BP×Kt	B-K2 +	K×B		Kt-Kt6 ch +
13	P-B6		Q-K4 ch		
	Q-R2		K-B4		
14	B-Q3		B-K3 ch		
	P-K5		K-Kt4		
15	R-K sq		P-R4 ch +		
	P-Q4 +				

(1) 3 ..., Kt-B3 is the "Two Knights' Defence."

(2) The same position may occur in the Petroff Counter Attack by 1 P-K4, P-K4; 2 Kt-KB3, Kt-KB3; 3 B-B4, Kt×P; 4 Kt-B3; also in the Vienna Game by 1 P-K4, P-K4; 2 Kt-QB3, Kt-KB3; 3 B-B4, Kt×P; 4 Kt-B3.

(3) 4 ..., Kt-QB3 transposes into the Four Knights' Game. If 4 ..., P-Q4; 5 B×P, Kt-KB3; 6 B-Kt3, B-Q3; 7 P-Q3 or 4. If 4 ..., Kt-KB3; 5 Kt×P, P-Q4; 6 B-Kt3, B-Q3; 7 P-Q4+. If 4 ..., Kt-Q3; 5 B-Kt3, P-K5; 6 Q-K2, B-K2; 7 Kt×P, Kt×Kt; 8 Q×Kt, O-O; 9 O-O, &c.; 5 ..., P-KB3, to hold the Pawn, gives Black a difficult game.

(4) Or 5 ..., B-K2; 6 Kt×P, O-O, &c. If 5 ..., P-QB3; 6 Kt×P, P-Q4; 7 O-O, B-Q3; 8 B-Q3, O-O=. (Suhle and Neumann.)

(5) If 8 ..., P-KB4; 9 Kt×BP, B×Kt; 10 Q-Q5, &c.

(6) The *Handbuch* gives 9 ..., P×P; 10 Q ch, K-Q sq, &c.

(7) If 11 Kt-Kt6, Q-K sq; 12 Q-R3 (or 12 B-K2! (Pierce)), Q×Kt; 13 P×Q, B×Q; 14 P×B, P×P+. The continuation of the column is by Mr. Potter. The Rev. W. C. Green proposes 11 B×P, if P×B; 12 P-B6, &c. See *B. C. M.*, 1891, p. 17.

(8) 6 ..., P-KKt3; 7 R-K sq, P-Q3; 8 Kt-Kt5, P×Kt; 9 R×P ch+. (Staunton *v.* Horwitz.) If 6 ..., Kt-B3; 7 Kt-R4, Kt-K2; 8 B-Q3, P-Q4; 9 Q ch, K-Q2; 10 P-KB4+; if 7 ..., Q-K2; 8 R-K sq, P-Q3; 9 Q ch, &c., as in Note 12.

(9) 7 Kt-R4, P-KKt3; 8 K-R sq, P-QB3+.

(10) If 7 ..., P-B3, White may obtain a strong attack by 8 R×P, P×R; 9 B-KKt5, Q-B4; 10 Q-K2, P-Q4; 11 Kt×P, B-K3; 12 Kt-Kt6, K-Q2; 13 P-QKt4 or R-K sq. (Pierce.) *B. C. M.*, 1890, p. 327. The *Schachzeitung* gives 7 ..., Kt-B3; 8 Kt-Q4, Kt×Kt; 9 P×Kt, P-Q3; 10 P×P, QP×P+. Compare Col. 20, p. 136.

(11) 8 ..., P-KKt3 and 8 ..., B-K3 have been examined by Mr. W. T. Pierce. See *B. C. M.*, 1891, p. 549, and 1892, p. 166.

(12) 9 Q-R5 ch, K-Q sq; 10 B-Q3, Q-K sq; 11 B-Kt6, Q-K3; 12 B×P, Q-Kt5; 13 Q×Q, B×Q; 14 Kt-Kt6, K-Q2; 15 Kt×B ch, QR×Kt, &c.; if 10 ..., B-K3; 11 Kt-Kt6, B-B2; 12 Kt×Q (*a*), B×Q; 13 Kt×Kt ch, P×Kt; 14 B-QR6, &c. Mr. Ranken suggests 10 ..., P-KKt4; if 11 Kt-Kt6, Q-K sq, &c.

(*a*) 12 Q-R4, B×Kt; 13 B×B, P-KR3, &c.

(13) Or 6 Kt-Kt5, B-K3; 7 B×B, P×B; 8 Q-B3.

(14) If 6 ..., P×Kt; 7 B×P ch, K-K2; 8 B-Kt5, and wins.

(15) If 10 ..., B-Kt5; 11 R×Q, B×Q; 12 B-Kt5 ch, K moves; 13 R×B+.

(16) Or 5 B-Kt3, B-QB4; 6 O-O, Kt-QB3; 7 P-Q3, &c. (C. E. R.)

(17) If 5 ..., B-K3; 6 B-Kt3, Q-Kt4; 7 Kt-KB3, &c.

(18) 6 B×P ch!; 7 K-Q sq, B-Kt3; 8 B-Kt3, Q-K2; 9 P×Kt, Q×Kt; 10 P×P, &c.; if 9 B×P, Black may continue with Q×Kt, or Kt-B7 ch followed by Kt×R. (C. E. R.)

(19) 5 B-K2!, (if) Q-Kt4; Kt-Kt4 (C. E. R.). If 5 Kt×P, Q-K2, &c.

(20) If 7 P-Q3, B-Q3; 8 P-KKt3, Kt-Kt4, &c.

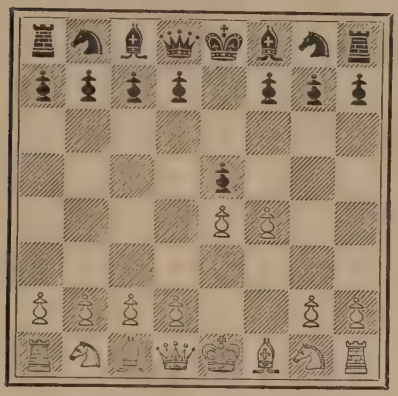
(21) If 8 ..., Q-K2; 9 B×P, B×P ch; 10 Q×B, &c.

(22) 11 K×B better, but it would not save the game. (C. E. R.)

BOOK III

THE KING'S GAMBITS

1 P-K4, P-K4; 2 P-KB4.



THE original idea of a Gambit attack was to "trip up" the adversary, or make it difficult for him to maintain the balance of position. The preliminary process in the King's Gambits is to bring about irregularity of formation by a sacrifice which, at the same time, helps your development. The second step is to confine the opposite player's attention to one quarter of the board. The third to strengthen the attack in that direction, until every available piece is brought into action. The fourth to press gradually forward until the adverse pieces are either confined or crowded; when assuming that the defence has been good, and is too strong to be forced by a further sacrifice, the first player may avail himself of his greater command of the board to turn the attack in some other direction, and ultimately recover the value of his Gambit Pawn, or at all events be enabled to draw the game.

The main object is to get a position in which superior skill can win against superior force. This implies superior skill on the part of the Gambit giver, which will account for Mr. Reichhelm's remark that all Gambits are sound, for the attack generally wins two-thirds of the games. On the other hand, it has been noticed that masters in supreme contests do not risk their reputation on Gambits. The scope of this observation

is limited by another remark, that a master when confronting another player of the highest ability becomes conservative, and his choice, in the openings at least, takes a narrower range. Mr. Reichhelm's view of the matter may be modified to this extent, that in a series of games the first player will win as many by a Gambit attack as he can by any other form of development.

Gambit play has been treated somewhat unsympathetically by Chess writers, who have generally dwelt more on analytical than on actual results. This is natural, and would be right enough if Chess were a solitary game, or if perfectly sound play were the rule rather than the exception. As, however, there are no two players whose minds are of exactly the same order, it follows that good generalship in Chess will include an estimate of your opponent's style, of the strength of his nerves, of his liability to be led away from purely logical deductions by impulse or cupidity; whether he prefers a forward or a backward game; and last, not least, whether his judgment is sufficiently sound to supply the place of analysis in novel and intricate positions, where exhaustive analysis in actual play is inconvenient and perhaps impracticable.

In all Gambit attacks where a piece is given, the defending player should be prepared to exchange his Queen for Rook and Bishop, or Rook and Knight, if the latter are well to the front. The King's Gambit may be declined without disadvantage, or the second player may convert it into a counter gambit by Falkbeer's continuation (Sec. VIII.) 2 ..., P-Q4; 3 P × QP, P-K5, &c.

SUMMARY OF THE SECTIONS INTO WHICH THE KING'S GAMBITS ARE DIVIDED

1 P-K4, P-K4; **2** P-KB4.

SECTION I. *The King's Gambit (Proper).*
2 ..., P×P; 3 P-Q4, P-KR4; Kt-KB3, &c.

„ II. *The Salvio Gambit.*
2 ..., P×P; 3 Kt-KB3, P-KKt4; 4 B-B4, P-Kt5; 5 Kt-K5, &c.

„ III. *The Muzio Gambit.*
2 ..., P×P; 3 Kt-KB3, P-KKt4; 4 B-B4, P-Kt5; 5 B×P ch, Kt-B3; P-Q4, O-O, &c.

„ IV. *The Kieseritzky Gambit.*
2 ..., P×P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-Kt5; 5 Kt-K5, &c.

„ V. *The Allgaier Gambit.*
2 ..., P×P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-Kt5; 5 Kt-Kt5, &c.

„ VI. *The Cunningham Gambit.*
2 ..., P×P; 3 Kt-KB3, B-K2; 4 B-B4, B-R5 ch, &c.

„ VII. *The King's Bishop's Gambit.*
2 ..., P×P; 3 B-B4, &c.

„ VIII. *The King's Gambit Declined.*
2 ..., P-Q4; P-Q3, Kt-KB3; B-B4, &c.

SECTION I

THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; 2 P-KB4.

Diagram, p. 149.

The King's Gambit was first mentioned by Ruy Lopez in 1561, but its chief exponents have been the Italian writers. It opens out many beautiful ways of conducting the game by which the first player may obtain the advantage, unless the defence is accurately played. Its brilliant offshoots the Kieseritzky and Allgaier Gambits are the most effective continuations for the attack, and have won a name for themselves. The parent opening is a collection of variations, some of which are almost obsolete. It is nevertheless advantageous to know them for the light they throw upon Gambit play generally. The most important one, the King's Knight's Gambit (commencing with Col. 12), is thoroughly met by the Classical Defence, placing King's Bishop at KKt2, with Black Pawns at KR3, KKt4, and KB5. The weight of four Pawns to two on the King's side ought to win in the end game. White may adopt a ponderous game with a Pawn short, waiting for chances (Col. 29); or he may break through Black's lines by pushing forward his KR Pawn on the fifth move (Cols. 31–35); or he may add to the force of his attack by the further sacrifice of a piece. This is frequently recoverable in after play, but no continuation has yet been discovered which, when analysed, yields full compensation for the Gambit Pawn. The main difficulty is to bring out the Queen's Knight and Queen's Bishop without losing time. The nearest approach to success is shown in Cols. 21–23. Black may, however, compel the Salvio or the Muzio Gambit.

The progress of analysis has been more satisfactory for the defence than for the attack. Besides the Salvio and Muzio continuations, which now stand in favour of the second player, he may obtain at least an even game in many ways. The resources of the opening are, however, far from being exhausted. The Pierce Gambit is a recent form, for though White's second move is varied the resulting positions are frequently obtainable in the King's Gambit. Other modern variations leading to interesting positions are the Quaada and Rosentreter Gambits. Both spring out of Black's play, and may easily be avoided.

Table 90.—THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; **2** P-KB4, P×P.

	1	2	3	4	5
3	P-Q4 (1)		P-KR4 (3)		
	Q-R5 ch		B-K2		P-Q4 !
4	K-K2		Kt-KB3 (4)		P×P
	P-Q4		Kt-KB3	P-Q3	Q×P (7)
5	P×P		P-Q3	P-Q4	Q-K2 ch
	Kt-KB3	B-Q3 (2)	P-Q4 !	B-Kt5	B-K3
6	Kt-KB3	P-B4	P×P	B×P	Kt-QB3
	B-KKt5	P-QKt3	Kt×P	B×P ch	Q-Q2
7	P-B4	Kt-KB3	P-B4	R×B	P-Q3
	QKt-Q2	B-KKt5	Kt-K6 (5)	B×Kt	B-Q3
8	K-Q2	K-Q2	B×Kt	Q×B	Kt-R3
	Q-B7 ch	B×Kt	P×B	Q×R ch	Kt-QB3
9	Q-K2	Q×B	P-Q4	P-KKt3 (6)	Kt-QKt5
	Kt-K5 ch	Kt-Q2	B-KKt5 +		O-O-O
10	K-B2	P-QKt3			Kt×B
	B-KB4	P-QR4			P×Kt
11	K-Kt3	Kt-B3			Kt×P
	B-K2	Kt-K2			B-Kt5
12	B×P	K-B2			Q-Q2
	O-O-O	O-O			R-K sq ch +
13	P-QR3 —	B-Q3			
	KR-K sq —	Kt-Kt3			
14		B-Q2 —			

(1) A form of the opening given in Polerio's MS., hence called the Polerio Gambit. This column runs as played, Ensor *v.* McDonnell. Compare the Steinitz Gambit. A game Fraser *v.* Birks runs: 3 Kt-QB3, Q ch; 4 K-K2, P-Q4; 5 Kt×P, B ch; 6 Kt-KB3, Kt-QB3!.

(2) Or 5 ..., Q-K2 ch to draw, but White might prevent this by 5 Kt-KB3, B-KKt5; 6 P×P or P-K5. (Fraser.) Black may also play 5 ..., B-Kt5 ch; 6 Kt-B3, Kt-Q2 (or B×Kt ch (Fraser)); 7 P-B4, O-O-O; 8 K-Q2, Kt-B3; with a good game. (Gattie.) The column is Ensor *v.* Bardeleben.

(3) The King's Rook's Pawn Gambit. 3 P-KKt3 may also be played. A game Orchard *v.* Thomson runs: 3 ..., P×P; 4 KKt-B3, P×P; 5 B-B4, KKt-B3; 6 R×P, Kt×P; 7 R-K2, P-Q4; 8 B×P, Q×B; 9 Kt-B3, Q-KR4; 10 Kt×Kt, Q-R8 ch; 11 K-B2, Q×Q; 12 Kt-B6 ch, K-Q sq; 13 R mates.

(4) If 4 Q-Kt4, P-Q4+.

(5) If 7 ..., B-Kt5 ch; 8 K-B2!. (*Handbuch.*)

(6) White brings out QKt and castles on Queen's side with a good development, although he has lost the exchange.

(7) Or 4 ..., B-Q3 may be played.

Table 91.—THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3 (1).

	6	7	8	9	10
3	P-Q4 (2)	P-KB4	KtKB3	Kt-K2 (9)	P-KKt4
	P×P	P×P (5)	P-K5 (7)	P-Q4	P-Q4 (11)
4	B-Q3 (3)	P-Q4	Kt-R4	Kt-Kt3	P-Kt5
	P-Q4	P-Q4	B-K2	B-QB4	Kt-B3 (12)
5	P-KKt4	B-Q3	P-KKt4 (8)	P-Q3	P×Kt
	P-B4 (4)	P-QB4! (6)	Kt×P	O-O	Q×P
6	P-QKt3		Q×Kt	B-K3 (10)	B-Kt5!
	B-Q3 —		B×Kt	P-Q5	B×P
7	—		Q×KtP	B-Kt5	P-Q4
			Q-B3	B-K2	O-O-O (13)
8			Q×Q	Q-B3	B×Kt
			B×Q —	Kt-Q4	P×B
9			—	B×B	Kt-K2
				Kt×B —	R-K sq
10				—	B-K3+

(1) If 3 Q-Kt4, P-Q4—not P-KKt4 on account of 4 P-KR4. If 3 Q-R5, P-Q3 or Kt-QB3. If 3 Q-K2 (or B3), or 3 Kt-K2, or 3 Kt-QB3, Q-R5 ch, &c. See p. 153, Note 1.

(2) 3 ..., P-Q3; 4 B-B4, B-K3; 5 B×B, P×B; 6 P-Q4+.

(3) 4 ..., P-KKt4; 5 P-KR4, P-KKt5; 6 Kt-Kt5 transposes into a variation of the Allgaier Gambit not favourable for the first player. 4 ..., Q×P; 5 Kt-B3, leads into the King's Gambit Declined.

(4) Or 6 P-KR4!. (C. E. R.)

(5) Or 4 P-K5, P-Q3; 5 P-KR4 (if P×P, B×P; 6 B-B4, &c. (C. E. R.)), P×P; 6 Kt×P, B-Q3; 7 P-Q4, B×Kt=.

(6) Or 6 B-Q3, Q-B3; 7 Kt-B3, P-B3; 8 O-O, B×P; 9 Kt-K5!. (Fraser.)

(7) Or 4 P-Q3, Kt-R4; 5 B-K2, P-KKt4; 6 Kt×P, Q×Kt; 7 B×Kt, Q×P; 8 B-B3, Q-Kt4; 9 Q-Q2=. If 4 Kt-B3, B-Kt5; 5 P-K5, B×Kt; 6 QP×B, Kt-K5; 7 B×P, P-Q4; 8 P×P *en pas.*, Kt×QP. (Pierce.) Salvioli gives 4 ..., P-Q4!.

(8) Or 5 ..., P-KKt3; 6 P-Q4, B-Kt2; 7 O-O, P-Q3; 8 Kt-B3, O-O, &c.; if 9 Kt-K sq, P×P. (Tschigorin *v.* Steinitz.)

(9) If 3 ..., Kt-QB3; 4 P-KR4, and Black cannot hold the Gambit Pawn.

(10) 6 ..., B-Kt5; 7 P-KR3, B-R4; 8 P-KKt4, P×P *en pas.*; 9 B×P ch, K×B; 10 Kt-Kt5 dis ch, K-K sq; 11 Q×B+.

(11) 4 Kt-B3, (if) P-Kt5; 5 Kt-K5, Q ch; 6 P-KKt3, P×P; 7 Q×P, P-Kt7 dis ch; 8 Q×Q, P×R (queens); 9 Q-R5, &c.; or 7 ..., Q×Q!; 8 Kt×Q, P-Q4; 9 B-R3, P×KP; 10 Kt-B6 ch, K-Q sq, &c. (Quaada's Gambit.)

(12) 5 Kt-K5, Q ch; 6 P-KKt3, P×P; 7 Q×P, P-Kt7 dis ch; 8 Q×Q, P×R (Q); 9 Kt-QB3; or 7 ..., Q×Q!; 8 Kt×Q, P-Q4; 9 Kt-K3, P×KP; 10 P×P, Kt-QB3 or Kt-KB3. (Rosentreter's Gambit.)

(13) Or 8 P-K5. The *Handbuch* gives this column as Soerensen's Gambit.

TABLE 92.—THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4.

	11	12	13	14	15
4	B-B4				
	P-KR3	B-Kt2 (5)			
5	Kt-K5	P-Q4	P-QB3	O-O !	
	R-R2	P-Q3 (6)	P-Kt5	P-Q3	
6	P-Q4	P-B3	O-O	P-Q4 (9)	
	P-Q3	P-Kt5 (dia.)	P×Kt	P-KR3 (10)	
7	Kt-Q3 (1)	QB×P (7)	Q×P	Kt-B3 (11)	(dia. p. 156)
	Kt-KB3	P×Kt	Kt-KR3	Kt-K2 (12)	
8	P-K5 (2)	O-O	P-Q4	Kt-K2 (13)	
	P×P (3)	B-K3	O-O	QKt-B3	B-Kt5 (16)
9	P×P (4)	B×B	QB×P	QB×P (14)	QB×P
	B-KKt5	P×B	P-Q3+ (8)	P×B	B×Kt
10	Q-Q2	Q-Kt3		Kt×P	R×B
	Q-K2	Kt-Q2		B-Kt5	P×B
11	O-O	Q×KP ch		P-B3	R×P (17)
	Kt-K5	Q-K2+		Q-Q2 15)	O-O (18)
12	Q-R5			B-Kt5	Q-KB sq
	Kt-B4+			+	Q-K sq (19)

(1) Or 7 Kt×P, R×Kt; 8 B×R ch, K×B; 9 P-KR4, Kt-KB3; 10 P×P, P×P; 11 P-KKt3, B-Kt5; 12 Q-Q3, Q-K2+.

(2) If 8 Kt-B3, Q-K2 or B-K3.

(3) If 8 ..., P-Q4; 9 B-Kt5 ch, P-B3 (or B-Q2; 10 P×Kt, B×B; 11 Q-K2 ch+); 10 P×Kt, P×B; 11 P-KR4, Q×P; 12 P×P, Q×P; 13 Q-K2 ch+.

(4) If 9 Kt×P, B-KB4.

(5) For 4 ..., P-Kt5, see the Muzio Gambit. If 4 ..., P-Q3, White may play P-KR4; if 4 ..., P-KB3; 5 Kt×P+; if 4 ..., B-B4 or Q-K2; 5 P-Q4+; if 4 ..., P-QB3; 5 P-KR4 or O-O.

(6) Or 5 ..., P-KR3; 6 P-B3, Kt-K2; 7 O-O, P-Q4. 7 ..., P-Q3 transposes into Col. 21. If 5 ..., P-Kt5; 6 Kt-Kt sq (Tschigorin), or O-O, or QB×P, or Kt-K5.

(7) 7 Q-Kt3 is also bad for White. Salvioli gives 7 Kt-Kt sq, and prefers therefore 6 ..., P-KR3!. Another variation is 7 O-O, P×Kt; 8 Q×P, Q-B3; if now 9 Q-R5, Q-Kt3; or if 9 P-K5, P×P; 10 P×P, Q-QKt3 ch; or if 9 QB×P, Kt-B3 (C. E. R.); if 8 ..., B-R3; 9 Q-R5, Q-K2; 10 QB×P, B×B; 11 R×B, &c.; if 8 ..., B-K3; 9 B×B, P×B; 10 Q-R5 ch, &c.

(8) 10 Q-Kt3 (or B×Kt), K-R sq; 11 B-KKt5, P-KB3; 12 B-R4, Kt-B3; 13 Kt-Q2, Kt-K2; 14 QR-K sq, Kt-Kt3; 15 Kt-B3, Kt×B; 16 Kt×Kt, P-KB4+.

(9) If 6 P-KKt3, P-Kt5 ; 7 Kt-R4, P-B6 ; 8 P-Q4, Kt-QB3 ; 9 P-B3, Q-K2+. See Col. 21 for the proper time to play P-KKt3.

(10) If 6 ..., B-K3 ; 7 B×B, P×B ; 8 P-B3, P-K4 ; 9 Q-Kt3, P-Kt3 ; 10 Q-K6 ch. Another variation, lively but hazardous, is 6 ..., Kt-KR3 ; 7 Kt×P, Q×Kt ; 8 QB×P, Q-Kt3 ; 9 B×Kt, Q×B ; 10 B×P ch, K-Q sq ; 11 P-K5, B-Q2 ; 12 P×P, Q×QP ; 13 P-B3, &c.

(11) If 7 P-KKt3, P-Kt5 ! (if 7 ..., P×P ; 8 B×P ch) ; 8 Kt-R4 (or 8 QB×P), P-B6 ; 9 P-B3, B-B3 (or Kt-K2 or Q-K2) ; 10 Kt×P, P×Kt ; 11 Q×P, Q-K2+. If 7 Kt-R4, P×Kt ; 8 R×P, Kt-KB3+. If 7 P-K5, P-Q4 ; 8 B-Kt3. See diagram.

(12) Or 7 ..., Kt-QB3 ; 8 Kt-K2, &c. The *Handbuch* gives 7 ..., B-K3 as better ; or Black may play 7 ..., P-QB3 ; 8 Kt-K2, B-K3, &c. (C. E. R.)

(13) If 8 K-R sq, O-O. If 8 P-KKt3, P-Kt5 ; 9 QB×P, P×Kt ; 10 Q×P, B×P ch ; 11 K-R sq, B-K3+. (Ranken *v.* Wayte.)

(14) Or 9 P-B3 !. (C. E. R.) This leads into a variation of the Pierce Gambit. If 9 P-KKt3, P-Kt5 ; 10 Kt×P, P×Kt ; 11 Q×P, B×P ch ; 12 K-R sq, Kt-K4, &c. (Pierce.)

(15) Or 11 ..., Kt-Kt3 ; 12 Kt×Kt, P×Kt ; 13 Q-R4, &c.

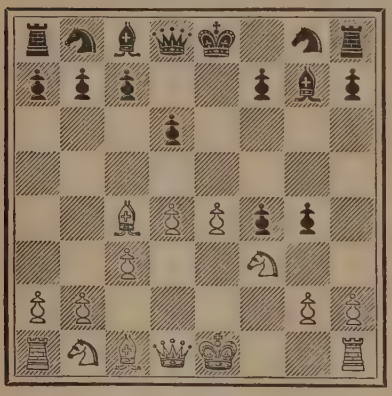
(16) If 8 ..., P-Kt5 ; 9 Kt×P, P×Kt ; 10 Q×P, O-O ; 11 P-B3, &c. If 8 ..., Kt-Kt3, White continues by 9 P-KKt3, &c.

(17) Or 11 Kt×P !. (C. E. R.)

(18) Or 11 ..., P-Q4 ; 12 P×P, Kt×P ; 13 B×Kt, Q×B ; 14 P-B4. Whether the BP be taken or not, the QR is brought into the attack.

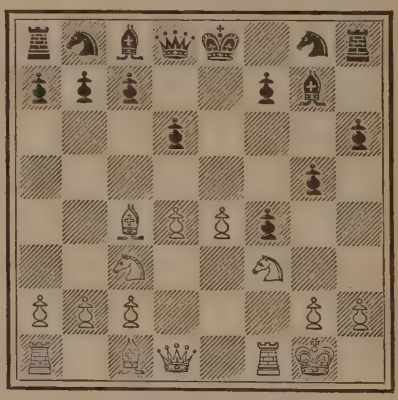
(19) Continued 13 R-Kt4, Kt-Q2 ; 14 Q-B3, K-R sq ; 15 R-KB sq, threatening Q-Kt3, &c. The method of sacrificing a piece given in Cols. 14–15 is seldom adopted, but may be played for variety, and offers chances.

(Col. 12.)



After Black's 6th move.

(Col. 14.)



After White's 7th move.

TABLE 93.—THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; **2** P-KB4, P×B; **3** Kt-KB3, P-KKt4; **4** B-B4, B-Kt2; **5** O-O, P-Q3; **6** P-Q4, P-KR3.

	16	17	18	19	20
7	P-B3 (dia., p. 160)				
	Q-K2				Kt-KB3?
8	P-K5 (1)	Kt-R3	P-KR4	Q-Kt3 (9)	P-K5
	P×P	P-R3 (4)	P-Kt5 (6)	Kt-Q2	P×P
9	Kt×KP (2)	Kt-B2	QB×P (7)	P-KR4	Q-Kt3
	B×Kt	B-K3	P×Kt	Kt-Kt3	O-O
10	R-K sq	B-Q3	Q×P	P×P	Kt×KP+
	B-K3	Kt-KB3	B-K3	P×P	(10)
11	B×B	P-QKt3!	Kt-Q2	Kt-R3	
	P×B	QKt-Q2	B×B	P-QB3+	
12	R×B	P-KR3 (5)	Kt×B		
	Kt-QB3	Kt-Kt3	Kt-Q2		
13	R-K sq (3)	P-B4	B×QP		
	O-O-O	Kt-R4	P×B		
14	Q-Kt4	R-K sq	Kt×P ch		
	R-K sq	Kt-Kt6	K-Q sq		
15	P-QKt3	P-QR4	Kt×BP ch		
	Kt-B3+	O-O+	K-B sq (8)		

(1) If 8 R-K sq, P-Kt5. Löwenthal *v.* Wayte played 8 P-QKt3, B-K3; 9 B-R3, &c.

(2) Salvioli suggests 9 R-K sq!, P-K5; 10 Q-B2, &c.

(3) 13 Q-R5 ch, K-B sq; 14 R-K sq, Kt-B3; 15 Q-K2, QR-K sq; 16 Kt-R3 (Wormald), P-R3!; 17 Kt-B4. (Hull *v.* Leeds.)

(4) If 8 ..., Kt-QB3; 9 Q-R4, B-Q2; 10 Kt-Kt5.

(5) Petersburg *v.* Moscow. If 12 B-R3, P-B4; 13 P-R3, Kt-R4; 14 P-Q5, B×RP; 15 P×B, Kt-Kt6; 16 R-B2, B×P; 17 R-Kt sq, P-KR4, &c. (*Handbuch.*)

(6) 8 ..., P×P; 9 Kt×P, Q×Kt; 10 R×P, Q-K2; 11 R×P, Q×P; 12 R×B, &c. If 8 ..., B-Kt5: 9 Q-Kt3. If 8 ..., Kt-QB3; 9 P×P, P×P; 10 Kt×P, Q×Kt; 11 B×P ch, &c.

(7) Or 9 Kt-R2, P-B6; 10 P-Kt3, &c.

(8) 15 ..., K-K sq draws. The *Handbuch* continues 16 P-K5, R-Kt sq; 17 Q-Kt4, R-R2; 18 Q-B5, R-KR sq; 19 Q-Kt6+.

(9) If 8 or 9 P-KKt3, P-Kt5+.

(10) 10 ..., Q-K sq!; 11 Kt-Kt6, P-Kt4; 12 B×KtP, Q-K5; 13 Kt-K5, B-Kt2; 14 Kt-B3. (Blackburne *v.* Mason.)

Table 94.—THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, B-Kt2; **5** O-O, P-Q3; **6** P-Q4, P-KR3.

	21	22	23	24	25
7	P-B3 (dia., p. 160)				
	Kt-K2			B-K3	
8	P-KKt3!			B×B	
	P-Kt5 (1)		Kt-Kt3	P×B	
9	Kt-R4 (2)		Kt-K sq	Q-Kt3	P-KKt3
	P-B6		O-O	Q-B sq	P-Kt5
10	Kt×P (3)		Q-R5	P-KR4	Kt-R4
	P×Kt		K-R2	P-Kt5	P-B6
11	Q×P		P-KR4	Kt-R2 —	Kt×P
	O-O		Q-K2 (9)	P-Kt6 —	P×Kt
12	B×P ch (4)		Kt-B3		Q×P
	K-R sq	K-R2	P×RP		Q-K2
13	Q-R5 (5)	Q-R5	P×BP —		Q-R5 ch
	Kt-Kt sq (6)	Kt-Kt sq (8)	—		K-Q sq
14	P-K5 (7)	Kt-R3			R-B7
	P×P	Q-K2			Kt-KB3
15	P×P —	B×Kt ch			Q-Kt6
	Q-K2 —	R×B			Q-K sq
16		R-B7+			R×B
					Q×Q (10)

(1) If 8 ..., P×P?; 9 QB×P (Blackburne), or KB×P ch may be played.

(2) 9 QB×P, P×Kt; 10 Q×P, O-O; 11 Kt-Q2, B-K3; 12 P-Q5, B-Q2; 13 Q-R5, &c.; if 11 B×RP, B×B; 12 B×P ch, K-R2; 13 Q-R5, Kt-Q2+.

(3) 10 P-KR3, P-KR4; 11 Kt×P, P×Kt; 12 Q×P, B×P; 13 Q×P ch, K-Q2; 14 R-B2, Q-KB sq+. Or 10 Kt-R3, O-O; 11 B-B4, QKt-B3; 12 Q-Q2. If 10 Kt-B5, Kt×Kt; 11 P×Kt, QB×P; 12 R-K sq ch, K-B sq; 13 Q-Kt3, B-Kt3; 14 Q×P, Kt-Q2+. (C. E. R.)

(4) If 12 Q-R5, K-R2; 13 B×BP, Kt-Kt sq, and position same as in Col. 22. Black may, however, play 12 ..., B-K3+.

(5) 13 B-Kt5, R×B; 14 Q×R, P×B; 15 Q-R5 ch, K-Kt sq; (if) 16 Q×P, QKt-B3 or B-K3+.

(6) 13 ..., Q-Q2; 14 B×RP, Q-R6; 15 B-B4 dis ch, Q×Q; 16 B×Q=.

(7) 14 B×Kt, R×R ch; 15 K×R, K×B; 16 B×P, Q-B sq ch; 17 B-B4=.

(8) 13 ..., Q-Q2; 14 B×P, Q-R6 (if B×B; 15 R-B6); 15 B-B4 dis ch, Q×Q; 16 B×Q, QKt-B3; 17 Kt-Q2! = ; if 17 Kt-R3, Kt×P!, &c.

(9) 11 ..., P-KB3 preferable here and on the next move. (C. E. R.)

(10) 17 R×Q, (if) Kt×P; 18 R×KP, Kt-Kt4; 19 R×RP+.

Table 95.—THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, B-Kt2; **5** O-O, P-Q3; **6** P-Q4, P-KR3.

	26	27	28	29	30
7	P-B3 (dia., p. 160)				
	Kt-Q2			Kt-QB3 (9)	
8	P-KKt3			Q-Kt3 (10)	QKt-Q2
	P-Kt5	Kt-Kt3		Q-K2 (11)	Kt-KB3 (15)
9	QB×P (1)	B-Kt3	P×P	Kt-R3	P-K5
	P×Kt	B-R6 (5)	B-R6	Kt-B3	P×P
10	Q×P	R-B2	R-B2	B-Q3	Kt×P
	Kt-Kt3	P×P	Kt×B	Kt-KR4? (12)	Kt×Kt
11	B-K5 (2)	B×P ch (6)	Q-R4 ch	B-Q2 (dia.)	P×Kt
	Kt-B3	K-Q2	P-QB3 (7)	O-O (13)	Kt-R2
12	B×Kt	P×P	Q×Kt	B-B2	Q-Kt3
	Q×B (3)	Q-K2	P×P (8)	P-R3	O-O
13	B×P ch	K-R2	B×P	Q-B4	Kt-B3
	K-K2	B-K3	Kt-B3	K-R sq	P-QB3 (16)
14	Q-Kt2	B×B —	QKt-Q2	QR-K sq	
	Q-Kt4	Q×B —	Kt-R4	Q-Q sq	
15	P-KR4		B-Kt3	P-KKt3	
	Q-Kt5		Q-Q2	P-Kt5	
16	Kt-R3 (4)		Kt-R4	Kt-R4	
			O-O	P-B6	
17			Kt-B5 —	Q-Q3	
			—	Kt-B3 (14)	

(1) If 9 Kt-K sq or R4, P-B6; 10 Kt×P, P×Kt; 11 Q×P, KKt-B3, &c.

(2) 11 B×P ch?, K×B; 12 B-K5 ch, Kt-B3; 13 B×Kt, B×B; 14 P-K5, &c.

(3) If 12 ..., B×B; 13 B-Kt3.

(4) Black may continue 16 ..., B-K3; (if) 17 R-B4, Q-R6; 18 Q-KB2, QR-KB sq; 19 R-KB sq, B-Q2, &c. Or Black might even play 16 ..., R-B sq, and if 17 R-B4, R×B=. (C. E. R.) If 16 ..., B-B sq; 17 R-B4, Q-Kt2; 18 B-R5, K-Q sq; 19 R-B7, Q-Kt sq; 20 Kt-Kt5+.

(5) Or 9 ..., P-Kt5; 10 Kt-R4, Kt-K2, &c.

(6) Or 11 P×P, Q-B sq (if 11 ..., Q-Q2; 12 Kt×P, P×Kt; 13 R×P+); 12 B×P ch, K-Q sq; 13 Kt-R2, Kt-B3; 14 B-Kt6, &c.

(7) Or 11 ..., Q-Q2!, to castle QR. (C. E. R.)

(8) 12 ..., P-Kt5 ; 13 Kt-K sq, Q-R5 ; 14 Q-K2 (or Q-Q3), and Kt-Kt2.

(9) If 7 ..., P-QB3? ; 8 P-KKt3, P-Kt5 ; 9 QB×P, P×Kt ; 10 Q×P, Q-B3 (if B-K3 ; 11 B×B, P×B ; 12 B×QP+) ; 11 Q-R5, Q-Kt3 ; 12 Q×Q, P×Q ; 13 B×QP, Kt-B3 ; 14 Kt-Q2+.

(10) Or 8 Q-R4!, K-B sq (if 8 ..., B-Q2 ; 9 Q-Kt3, and if 8 ..., Q-Q2 ; 9 B-Kt5)+. If 8 P-KKt3, Kt-R4 ; 9 P×P, B-R6 ; 10 R-B2, Kt×B ; 11 Q-R4 ch, Q-Q2 ; 12 Q×Kt ; or 8 ..., P-Kt5 ; 9 QB×P, P×Kt ; 10 Q×P, Kt-KB3 ; (if) 11 P-K5, B-Kt5 ; 12 Q-K3, P×P ; 13 P×P, Kt-Q4+. A game Löwenthal *v.* Wayte runs : 8 ..., P-Kt5 ; 9 Kt-R4, P-B6 ; 10 Kt×P, P×Kt ; 11 Q×P, Kt-B3 ; 12 Kt-Q2, O-O ; 13 Q-B4, P-Q4 ; 14 P-K5, Kt-R2 ; 15 B-Q3, Kt-Kt4, &c. (Or 15 ..., Q-Kt4! (C. E. R.).)

(11) Or 8 ..., Q-Q2.

(12) Or 10 ..., O-O!, to follow with P-QKt3.

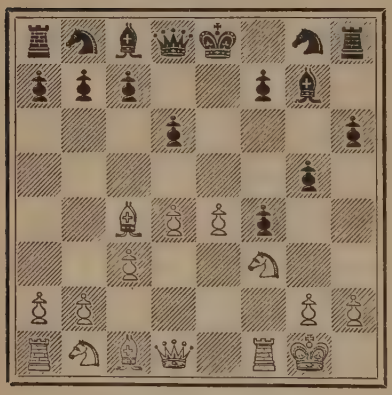
(13) If 11 ..., P-Kt5 ; 12 Kt-K sq, Kt×P ; 13 P×Kt, B×P ch ; 14 K-R sq, Kt-Kt6 ch ; 15 P×Kt, P×P ; 16 B-Kt5 ch, P-B3 ; 17 Q×KtP, &c.

(14) Steinitz *v.* Neumann. Won by Black after about eleven hours' play.

(15) 8 ..., Kt-R4 ; 9 Q-R4 ch, P-QB3 ; 10 B×P ch, K×B ; 11 P-QKt4, P-QKt4 ; 12 Q×Kt, Q×Q ; 13 P×Q, &c.

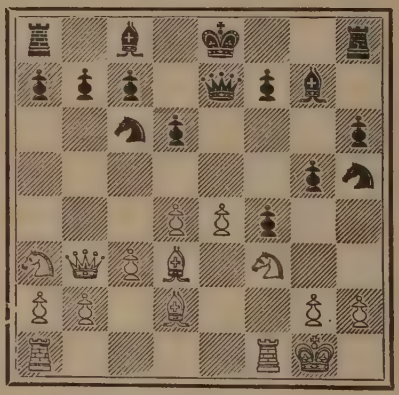
(16) 14 Q-B2 (or P-K6! (C. E. R.)), Q-Kt3 ch ; 15 K-R sq, B-K3 (or R-K sq! ; 16 B-Q3, Kt-B sq (C. E. R.)) ; 16 B-Q3, P-KB4 ; 17 P×P *en pas.*, Kt×P ; 18 P-KR4, Kt-R4, &c.

(Cols. 16–30.)



After White's 7th move.

(Col. 29.)



After White's 11th move.

TABLE 96.—THE KING'S GAMBIT (PROPER)

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3; P-KKt4; **4** B-B4, B-Kt2; **5** P-KR4, P-KR3 (1); **6** P-Q4, P-Q3.

	31	32	33	34	35
7	Kt-B3	Q-Q3	P×P	P-B3 !	
	P-QB3 (2)	Kt-QB3 !	P×P	P-Kt5 (7)	
8	P×P	P×P	R×R	Kt-Kt sq (8)	Q-Kt3
	P×P	P×P	B×R	Q-K2 (9)	Q-K2
9	R×R	R×R	Q-Q3 (6)	Q-K2	O-O
	B×R	B×R	Kt-KR3 !	Kt-KB3	P×Kt
10	Kt-K5 (3)	P-K5	P-KKt3	P-K5	R×P
	P×Kt	B-Kt2 (5)	Q-K2	P×P	Kt-QB3
11	Q-R5	Kt-B3	Kt-B3	P×P	QB×P
	Q-B3	Kt-R3	P-QB3	Kt-R4+	Kt-Q sq+ (10)
12	P×P	P×P	P×P		
	Q-Kt2	P×P	P-Kt5		
13	P-K6	Kt-Q5	Kt-KKt5		
	B×P (4)	K-B sq	P-B3+		
14	B×B	Kt×KtP			
	Kt-B3	Q×Kt			
15	B×P ch	B×P			
	K-K2	Q-R5 ch			
16	Q-Kt6	P-KKt3			
	Q×B+	Q-R8 ch			
17		K-Q2			
		Q-Kt7 ch+			

(1) 5 ..., P-Kt5; 6 Kt-Kt5, Kt-KR3; 7 P-Q4, P-KB3; 8 B×P, P×Kt; 9 B×KtP, B-B3; 10 B×Kt, B×P ch; 11 K-Q2, B-Kt4 ch; 12 K-Q3=.

(2) If 7 ..., B-K3; 8 Q-K2. If 7 ..., P-Kt5?; 8 Kt-Kt sq. If 7 ..., Kt-QB3?; 8 Kt-K2.

(3) The Calabrese Gambit. If 10 K-B2, P-Kt5 (or B-Kt2, or Kt-KB3); 11 Q-R sq, B-Kt2. If 10 P-KKt3, P-Kt5; 11 QB×P, P×Kt; 12 Q×P, B×P; 13 B×P ch, K×B; 14 B-K5 dis ch, K-K2; 15 B×B, Q-B sq+. After 10 Kt-K5 Black may also play B×Kt+. (Fraser.)

(4) 13 ..., Kt-B3; 14 P×P ch, K-K2+.

(5) 10 ..., K-B sq; 11 Q-R7, B-Kt2; 12 Q-R5, Kt-R3 (or P-Q4); 13 B-Q3, P-B3 (C. E. R.)); 13 Kt×P, B-Kt5+.

(6) Or 9 K-B2, to play Q-R sq.

(7) Or 7 ..., P-B3, or 7 ..., Q-K2, reverting to Col. 18. The *Handbuch* recommends 7 ..., Kt-Q2 thence to Kt3 to release the QB and castle on Queen's side if possible. 7 ..., Kt-QB3; 8 Q-Kt3 runs into Col. 35 after a few moves.

(8) If 8 QB×P, P×Kt; 9 Q×P, Kt-KB3; 10 O-O; or 9 ..., B-K3; 10 Kt-Q2 (or P-Q5), Kt-K2; 11 P-R5, B×B; 12 Kt×B, P-Kt4; 13 Kt-K3, QKt-B3+.

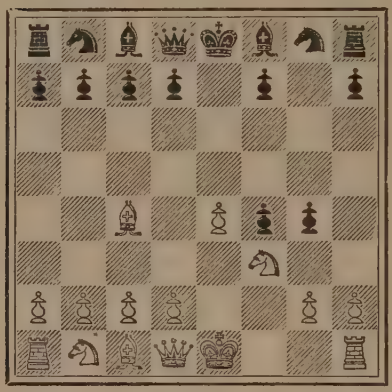
(9) Or 8 ..., B-B3.

(10) If 11 ..., B×P ch; 12 P×B, Kt×P; 13 Q-R4 ch+.

SECTION II

THE SALVIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5.



The Salvio is one of the oldest variations of the King's Gambit. It has been traced to a Peninsular writer quoted by Polerio and Salvio. The move 4 ..., P-Kt5, is quite as good analytically as 4 ..., B-Kt2, but the second player must be prepared to meet the Muzio attack (Sec. III.) as well as Salvio's continuation 5 Kt-K5. After this move, Black gets an important check by 5 ..., Q-R5, with the choice of four lines of play, viz. Kt-KB3, Kt-KR3, P-B6, and Kt-QB3. 6 ..., Kt-KB3, given by Salvio, leaves a Pawn and Rook to be taken in consideration of a strong counter attack (Col. 1). 6 ..., Kt-KR3 is better play, according to present lights, but Black, after White's reply 7 P-Q4, must not follow it up with the natural move 7 ..., P-Q3, but play 7 ..., P-B6. (Cols. 5–15.) The advance of this Pawn on the 6th move is the Cochrane Gambit, which has been much admired by earlier writers "for the brilliant features of interest it never fails to present." (Cols. 17–20.) 6 ..., Kt-QB3 has been worked out by Herr Czank.

The Salvio was adopted by Steinitz in preference to the Muzio Gambit for match play with Anderssen and Zukertort. It will be seen that the Gambit player's plan of campaign, as formulated in the introduction to the King's Gambit (p. 149), is interrupted by Black's fourth move, and cannot be taken up again. The second player ought always to keep the Pawn with at least an equal position. The check with Queen at Rook's fifth, upon which the defence rests, may be prevented by the first player moving P-KR4, which is thus indicated as theoretically correct, if not more potent than 4 B-B4.

Table 97.—THE SALVIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5; **5** Kt-K5, Q-R5 ch (1).

	1	2	3	4	5
6	K-B sq				
	Kt-KB3	Kt-KR3			
7	Kt-QB3 (2)	P-Q4			
	Kt-B3	P-Q3		P-Q4	P-B6!
8	P-Q4	Kt-Q3		KB×P	B-B4
	Kt×Kt	P-B6	P-Kt6	P-B6	P×P ch
9	P×Kt	P-KKt3	QB×P	Kt-Q3	K×P
	Kt-R4	Q-K2! (4)	Kt-Kt5	P×P ch	P-Q3
10	Q-Q5 (3)	Kt-B3 (5)	Q-Q2	K×P	B×Kt (8)
	Kt-Kt6 ch	P-QB3	Kt×P ch	Q-R6 ch	B×B
11	K-Kt sq	P-KR3	K-Kt sq	K-Kt sq	Kt-Q3
	Kt×R	P×P	B-Kt2	P-Kt6	Q-R6 ch
12	Q×BP ch	B×Kt	Q-K3	Kt-B4	K-B2
	K-Q sq	B×B	Q-R4	P×P ch	B-K6 ch
13	B×P	Q×P	Kt-Q2 —	R×P	K-K sq
	B-B4 ch	B-Kt2	—	Q-Kt5 ch (6)	P-Kt6+
14	K×Kt	Kt-K2		Q×Q	
	R-B sq	Kt-Q2		Kt×Q	
15	B-KKt3	Kt-B2 —		R-Kt2	
	Q-R3	Kt-B3 —		P-QB3	
16	Q-Q5+			B-Kt3 (7)	

(1) 5 ..., Kt-KR3; 6 Kt×KtP (O-O!), Q ch (or P-Q4); 7 Kt-B2, P-Q4; 8 P×P, P-B6, &c.

(2) 7 Q-K sq, Q×Q; 8 K×Q, Kt×P, or P-Q3, or Kt-QB3=. (*Handbuch.*) If 7 Kt×BP, P-Q4; 8 Kt×R, P×B+. If 7 B×P ch, K-K2; 8 B-Kt3, P-Q3+.

(3) Or 10 Q-K sq! (C. E. R.)

(4) Showing the inferiority of P-Q3 before P-B6. If 9 ..., Q-R6 the White Knight at Q3 threatens the Queen on two squares. (W. W.) White may then continue 10 K-K sq, Q-R4; 11 Kt-B4+; if 10 ..., Q-Kt7; 11 Kt-B2 followed by B-B sq+.

(5) 10 Kt-B2 (Steinitz), B-K3; 11 Kt-QR3, B×B; 12 Kt×B, Q-K3+. Gossip gives 10 K-B2, B-K3; 11 B×B, P×B=.

(6) 13 ..., R-Kt sq ch; 14 Kt-Kt2, Q-Kt6; 15 Q-B sq, B-K3; 16 B×B, P×B; 17 B×Kt, B×B; 18 K-R sq! (Steinitz *v.* Fraser.)

(7) Steinitz *v.* Young. Black should now reply P-KR4.

(8) 10 Kt-Q3, B-Kt2; 11 Kt-B2=. (Gossip.) See Col. 6.

Table 98.—THE SALVIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3. P-KKt4; **4** B-B4, P-Kt5; **5** Kt-K5, Q-R5 ch; **6** K-B sq, Kt-KR3; **7** P-Q4, P-B6!

	6	7	8	9	10
8	B-B4	Kt-B3		P-KKt3	Q-K sq
	P-Q3	P-Q3	Kt-B3	Q-R6 ch	Q×Q ch
9	Kt-Q3	Kt-Q3	B-B4	K-B2	K×Q
	P×P ch	P×P ch (3)	P-Q3	Q-Kt7 ch	P×P
10	K×P	K×P	Kt×Kt	K-K3	R-Kt sq
	Kt-B3 (1)	B-Kt2	P×P ch	P-KB4! (5)	P-Q3
11	B-KKt3	Kt-B4	K×P	Kt-B3 (6)	Kt-Q3
	Q-K2	Kt-B3	P×Kt	P-B3	Kt-Kt sq
12	Kt-B2	B-K3	R-KB sq	B-Q3 (7)	R×P
	B-Kt2	O-O	B-Q2	P-Q3	P-KR4+
13	P-B3	Q-Q2	Q-Q2	Kt-B4	
	B-Q2	K-R sq+	B-Kt2	P×P	
14	Kt-Q2		QR-K sq	QKt×P	
	O-O-O (2)		O-O (4)	Kt-B4 ch	
15				K-B4	
				B-R3 ch	
16				Kt-Kt5	
				O-O+	

(1) 10 ..., B-Kt2; 11 P-B3, Kt-B3!; 12 B-KKt3, Q-K2; 13 Kt-Q2. (Anderssen *v.* Zukertort.) See Col. 5.

(2) Bird, Blackburne, and Winawer *v.* L. Paulsen, W. Paulsen, and Zukertort.

(3) Rightly timed to stop 10 P-KKt3.

(4) Steinitz *v.* Tschigorin.

(5) Or 10 ..., P-KB3; 11 Kt-Q3, Kt-B2; 12 Kt-B4, B-R3.

(6) 11 Kt-Q3, P×P; 12 Kt-B4, Kt-B4 ch; 13 K×KP, Q-B7; 14 Q-K sq, Q×QP ch; 15 K×Kt ch, B-K2; 16 K×P, Q×B; 17 K×P, P-Kt3; 18 Q-K4, Q×Q ch; 19 K×Q, B-Kt2 ch; 20 Kt-Q5, Kt-R3+. If 11 P×P, P-Q3; 12 Kt-Q3, Kt×P ch; 13 K-K4, P-B7 dis ch; 14 K-B4, B-R3 ch; 15 K×P, Kt-K6 ch; 16 K-R5, Q-R6 mate.

(7) 12 Kt-Q3, P×P; 13 Kt-B4, Kt-B4 ch; 14 K×KP, P-Q4 ch; 15 B×P, P×B ch; 16 QKt×P, Kt-Q3 ch+. (*A. S.*)

Table 99.—THE SALVIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5; **5** Kt-K5, Q-R5 ch; **6** K-B sq, Kt-KR3; **7** P-Q4, P-B6!

	11	12	13	14	15
8	Q-Q2 (1) P×P ch	P×P P-Q3		B×Kt B×B	
9	Q×P P-Q3	Kt-Q3 P×P	Kt×KtP (3) Kt×Kt	P×P (5) P-Q4	
10	Kt-Q3 Kt-B3	Kt-B2 B-R6 ch	P×Kt B×P	B×P P×P	
11	B-K3 B-Kt2	Kt×B Q×Kt ch	Q-Q3 B-R6 ch	Q×P B-R6 ch	Kt×P (7) B-R6 ch
12	P-B3 B-Q2	K-B2 (2) Q-Kt7 ch	K-K2 R-Kt sq + (4)	K-K2 P-KB3	K-K2 Q-B5
13	Kt-Q2 O-O-O +	K-K3 Kt-Kt5 ch		B×P P×Kt	Q-Q3 (8) P-QB3
14		K-B4 B-R3 ch		R-Kt sq R-B sq	B-Kt3 Kt-Q2
15		K-B5 Kt-K6 ch		Q-KKt3 Q-R4 ch	Kt-Q2 O-O-O
16		B×Kt Q-Kt3 mate		K-K sq B-B5 (6)	QR-K sq Kt-B4 + (9)

(1) 8 Q-Q3, P-Q3; 9 B×Kt, B×B; 10 Kt×P (B7), R-B sq; 11 Kt×B, P×P dis ch+.

(2) Or 12 K-K sq, Kt-Kt5+.

(3) If 9 B×Kt, P×Kt; 10 B×B, KtP×P+.

(4) Or 12 ..., B-Kt2+.

(5) 9 Q-K sq, P×P ch; 10 K×P, Q-R6 ch; 11 K-B2, P-Q3 (or B-Kt4!). (C. E. R.)

(6) Continued 17 Q-B2, P×P; 18 R-R sq, Q-QKt4; 19 B×R, Q×P+.

(7) If 11 B×P ch, K-K2; 12 Q×P, B-R6 ch; 13 K-K2, Kt-Q2; 14 R-Kt sq, Kt×Kt; 15 P×Kt, KR-B sq+.

(8) Or 13 Q-Q2. (C. E. R.)

(9) Continued 17 Q-B3, B-Kt5; 18 KR-B sq, Kt×P; 19 Kt×Kt, Q×Kt ch; 20 K-B2, Q-B5+. (Zukertort.)

TABLE 100.—THE SALVIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5; **5** Kt-K5, Q-R5 ch; **6** K-B sq.

	16	17	18	19	20
6	Kt-QB3	P-B6 (3)			
7	B×P ch (1)	P-Q4 !		B×P ch (8)	Kt×P (B7)
	K-K2	P×P ch	Kt-KB3 (6)	K-K2	Kt-KB3
8	Kt×Kt ch	K×P	B×P ch (7)	P×P (9)	Kt×R
	QP×Kt	Q-R6 ch	K-K2	P-Q3	Kt×P
9	B×Kt (2)	K-Kt sq (4)	B-B4 or Kt3	B×Kt	Q-K sq
	R×B	Kt-KR3	B-Kt2	R×B	P×P ch
10	Q-K sq	Q-Q3	Q-K sq	Kt×P	K×P
	P-Kt6 !	Q×Q	Q×Q ch	B×Kt	Q-R6 ch
11	P-Q3	P×Q	K×Q	P×B	K-Kt sq
	P-B6	P-Q3	P×P	R×P	B-B4 ch +
12	P-KR3 !	B×Kt	R-Kt sq	P-Q3	
	B-Kt5	B×B	P-Q3	Q-R6 ch	
13	Q-K3	Kt×BP	Kt-B7	K-K sq	
	R-Kt3 +	B-K6 ch (5)	R-B sq +	R-Kt7 +	

(1) If 7 Kt×BP, P-B6; or 7 ..., B-B4; 8 Q-K sq, P-Kt6; 9 P-B3 !, B-B7, &c. If 7 Q×P, Q×Q; 8 Kt×Q, P-Q4; 9 P×P, Kt-Q5+.

(2) If 9 B-Kt3, Kt-B3 (or 9 ..., P-B6); 10 P-Q3 !, Kt-R4; 11 Q-K sq, P-Kt6 (or 11 ..., Q-Kt4); (if) 12 P-KR3 or Kt-Q2, B-Kt5, to be followed by B-Kt2 and R-KB sq. The column is Dublin *v.* Cambridge.

(3) Cochrane's Gambit.

(4) Mr. Ranken suggests 9 K-B2 !, (if) Q-R5 ch; 10 K-K2.

(5) 14 K-Kt2, R-B sq; 15 R-B sq, B×P+.

(6) 7 ..., Kt-KR3 transposes into Cols. 5–15.

(7) Tschigorin against Winawer played 8 Kt-QB3, P×P ch, &c. If 8 B-B4, P-Q3; 9 Kt×P(B7), R-Kt sq; 10 Kt×P, B×Kt; 11 B×B, P×P ch; 12 K×P, Q-R6 ch; 13 K-Kt sq, P×B; 14 B×R, Kt×B+. If 8 Kt×BP, P-Q4; 9 B-KKt5, P×P ch; 10 K×P, Q-R6 ch; 11 K-Kt sq, P×B; 12 Kt×R, P-Kt6; 13 B×Kt, B-R3; 14 Q-K2, B-Kt5; 15 Q-Kt2, B ch; 16 K-B sq, B ch, and wins.

(8) If 7 P-KKt3, Q ch; 8 K-K sq, Q-Kt7; or 8 K-B2, Kt-KB3, &c.+. If 7 P×P, Kt-KB3; if 8 Q-K2, P-Q3; 9 Kt×BP, P×P; if 8 Q-K sq, Q-R6 ch; if 8 Kt×BP, P-Q4; 9 Kt×R, P×BP; if 8 P-KR3, P×RP; if 8 Kt×KtP, Kt×Kt; 9 P×Kt, Q ch+.

(9) 8 B×Kt, R×B; 9 P×P, P-Q3 (P-Kt6 ! (C. E. R.)); 10 Kt×P, R×Kt, &c. If 8 Q-K sq or P-Q4, P×P ch; if 8 B-Kt3, B-Kt2+.

SECTION III

THE MUZIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5. (Diagram, p. 162.)

It has been shown in Section I. that the further sacrifice of a piece by the first player of the King's Gambit ought to be accompanied by the gain of at least one additional move in order to obtain an equivalent in position. This is nearly accomplished in the Muzio, where Black, instead of bringing out a piece, expends a time in playing 4 ..., P-Kt5 to win White's Knight. White in return obtains a formidable attack on his opponent's King's Bishop's Pawn. The earlier English writers, Sarratt, Lewis, and Walker, have given much attention to this opening. Walker writes in 1841 : "While I do not now consider the sacrifice of the Knight to be radically sound, yet from the defence being so exceedingly difficult to discover in actual play, I should seldom fear staking the chances of victory upon this brilliant and impetuous assault. The student wishing to excel will indeed play the Muzio whenever opportunity arises, since hardly any other opening so forcibly exemplifies the power of a few pieces, well combined, over a mass of inert force. Could White castle, as in Italy, with King at once to corner, I believe the game could not be defended."

Since Walker's time the defence has been strengthened by Paulsen's move Q-KB4 (Col. 23), but the unexplored resources of the opening still leave the above remarks generally applicable. White has three continuations, viz. : 5 O-O, the original Muzio ; 5 P-Q4, introduced by Koch and Ghulam Kassim ; and 5 Kt-B 3, McDonnell's variation. Against both 5 Kt-B3 and 5 P-Q4, Black, after 5 ..., P×Kt, may play 6 ..., P-Q4, and Kt-KB3. This resource is not available after 5 O-O. A minor variation is 5 B×P ch.

The title of the Muzio Gambit has little connection with its authorship. The opening is found in Polerio's MS. (1590). Muzio was a player of later date.

TABLE 101.—THE MUZIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5.

	1	2	3	4	5
5	B×P ch		Kt-B3		P-Q4
	K×B		P×Kt		P×Kt (9)
6	Kt-K5 ch		Q×P		Q×P
	K-K sq (1)		P-Q4 (3)		P-Q4!
7	Q×P		B×P!		B×QP
	Kt-KB3	Q-B3	P-QB3 (4)		Kt-KB3!
8	Q×BP	Q-R5 ch	B×KBP ch	B-Kt3	O-O
	P-Q3 (2)	K-K2	K×B	B-K3	P-B3
9	Kt-B4	Kt-QB3	Q-R5 ch (5)	B×B	B×KBP ch
	Kt-B3	P-B3	K-Kt2	P×B	K×B
10	O-O	Kt-B7	P-Q4 (6)	Q-R5 ch (7)	B×P (10)
	B-Kt2	Q×Kt	B-K3	K-Q2	Q×P ch
11	P-Q3	Q-K5 ch	B×P	P-Q4	B-K3
	B-K3	K-Q sq	B-B2	Q-B3	Q-K4
12	Q-Kt3	Q×R —	B-K5 ch	O-O	B-B4
	Q-K2 +	Kt-K2 —	K-Kt-B3	Q-Kt3	B-B4 ch
13			Q-Kt5 ch	Q-R5	K-R sq
			B-Kt3 +	Kt-QR3 (8)	Q-K2
14					P-K5
					B-KKt5
15					P×Kt
					Q-K3 +

(1) 7 ..., K-K3; 8 Q×P ch, K×Kt; 9 Q-B5 ch, K-Q3; 10 P-Q4, B-Kt2; 11 B×P ch, K-K2; 12 B-Kt5 ch, B-B3; 13 O-O, &c.

(2) If 8 ..., B-Q3; 9 O-O, R-B sq; 10 P-Q4, Kt-B3; 11 Q-R6!.

(3) 6 ..., P-Q3 is simpler; if 7 Q×P or P-Q4, B-K3. 6 ..., Q-B3; 6 ..., B-R3; and 6 ..., Kt-QB3, all lead to a won game for White. (*Handbuch.*)

(4) Or 7 ..., Kt-KB3!; 8 O-O, P-QB3.

(5) 9 P-Q4, Kt-B3; 10 P-K5, B-Kt2; 11 B×P, R-K sq; 12 B-Kt5, Q×P; 13 B×Kt, B-Kt5+; if 9 Q×P ch, Kt-B3!.

(6) If 10 P-K5, Kt-KR3!. (*Handbuch.*)

(7) Or 10 P-Q4. (Anderssen.)

(8) 14 B×P, B-Kt5; 15 Q-R4, Kt-K2+. Mr. Ranken suggests for White 13 Q-R3!

(9) Or 5 ..., Q-K2. (Morphy.)

(10) After this move or 10 Q×P the *Handbuch* plays 10 ..., B-Kt2, giving up a piece to simplify the game.

TABLE 102.—THE MUZIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5.

	6	7	8	9	10
5	P-Q4			O-O	
	P×Kt		P-Q4	P×Kt	
6	Q×P		KB×P	Q×P	
	P-Q3? (1)		P-QB3 (6)	B-R3?	
7	O-O	B-K3	B-Kt3 (7)	P-Q4 (8)	
	Q-B3	P-Q5	P×Kt	P-Q3	Q-B3
8	Kt-R3 (2)	B-Q2	Q×P	Kt-B3 (9)	P-K5
	Q×P ch	B×P	Q×P	Q-B3	Q-B4
9	K-R sq	Q-K2	QB×P	K-R sq (10)	Kt-B3
	B-R3	P-K5	Kt-B3!	B-K3	Kt-QB3 (11)
10	QB×P	P×P	Kt-Q2	P-K5	Kt-K2
	Q-B3 (3)	B×P	B-KKt5+	P×P	KKt-K2
11	Q-K3	Q×B (4)		P×P	B-Q3
	Q-Kt3	Q×P ch		Q×P	Q-K3
12	P-K5	K-Q sq		B×B	P-B3
	B×B	Q×KB ch		Q×B	Kt-Kt3
13	R×B	Q-K sq		Q×KtP	Q-R5
	B-K3	P-Q6		Q-QB3	B-Kt2
14	P×P+	P×P		Q-B8 ch	B×P
		Q×P		K-K2	O-O
15		Kt-K2 (5)		B×P+	Kt-Kt3
					QKt-K2 (12)

(1) 6 ..., Q-B3; 7 P-K5, Q-B4; 8 O-O, B-R3; 9 Kt-B3, runs into Col. 10. If 6 ..., Q-R5 ch; 7 P-KKt3, Q-R6; 8 QB×P, P-KB3; 9 P-K5 or Kt-B3, &c.; if 9 Q-QKt3?, Q-Kt7+.

(2) 8 K-R sq, with the reply Q×P, or B-R3, also bad for Black.

(3) 10 .., Q-Kt2; 11 Kt-Kt5, Kt-R3; 12 QB×P, P×B; 13 Kt×P ch+.

(4) 11 ..., P-KB3; 12 B-Q4, B-Kt2; 13 Kt-B3, K-Q sq; 14 P-Q6, with a strong attack.

(5) 16 B-B7, Q-B sq; 17 Kt-B3, and wins.

(6) Or 6 ..., P×Kt; 7 Q×P!. If 6 ..., Kt-B3; 7 KB×P ch, K×B; 8 Kt-Kt5 ch, followed by 9 B×P, &c.

(7) 7 B×KBP ch, K×B; 8 Kt-K5 ch, K-K sq+.

(8) Or 7 P-K5. Or 7 Kt-B3, (if) Q-B3; 8 Kt-Q5, Q-Q5 ch; 9 R-B2, Q×B; 10 P-Q3, Q-B3 (Q-Q5!); 11 B×P+.

(9) Or 8 QB×P, B×B; 9 Q×B, Q-K2; 10 B×P ch, K-Q sq; 11 P-K5, &c. 7 ..., Q-K2 is a transposition of this variation.

(10) Or 9 P-K5. (C. E. R.)

(11) If 9 ..., Kt-K2; 10 Kt-K4+.

(12) 16 Kt-K4, P-KB3; 17 P×P, B×P; 18 B-K5, Kt-Q4; 19 B×B+.

Table 103.—THE MUZIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5; **5** O-O, P×Kt; **6** Q×P.

	11	12	13	14	15
6	Q-K2				
7	Q×P / Q-B4 ch		Kt-KR3 (3)	P-Q4 / Kt-QB3 (5)	P-Q3 / P-Q3
8	P-Q4 / Q×P ch	Q×B	Kt-B3 / P-QB3 (4)	Kt-B3 (6) / Kt×P	QB×P / B-K3 (8)
9	B-K3 / Q×KB	Q-K5 ch / Q-K3	P-Q4 / P-Q3	Q-Q3 / Kt-K3	B-KKt5 / Q-Q2 (9)
10	Q-K5 ch / Kt-K2	Q×R / Q-KKt3	B-Q2 / R-Kt sq	Kt-Q5 / Q-B4 ch	Kt-B3 / Kt-QB3
11	Q×R / Q×KP (1)	Q-K5 ch / B-K2	QR-K sq / B-KR6	K-R sq / P-Kt4	Kt-Q5 / B-Kt2
12	B-R6 / Kt-Kt3	Q×P / Kt-QB3	R-B2 / Kt-Q2	B-Kt3 / B-KR3	
13	Q-Kt8+	Q-B4 / Kt×P (2)	R-K3 / B-K3	B-Q2 / Q-B sq (7)	

(1) Or 11 ..., P-Q3!; 12 Q×P or Kt-Q2, with at least an equal game. (*Handbuch.*)

(2) Continued 14 Kt-B3, P-Kt3; 15 R-B2, B-Kt2; 16 B-K3, Kt-K3; 17 Q-B3 or B5, Kt-B3+. (*C. M.*)

(3) If 7 ..., Kt-QB3; 8 B×P ch, K-Q sq; 9 Kt-B3, Q-K4; 10 Q×Q, Kt×Q; 11 P-Q4!+.

(4) 8 ..., B-Kt2; 9 P-K5, P-QKt4; 10 Kt×P, Kt-R3; 11 P-Q4, B-Kt2; 12 Kt-Q6 ch+. The column leaves White with a good game.

(5) Löwenthal connected this move with Kt-Q sq. 5 ..., B-Kt2 is inferior.

(6) 8 P-B3, Q-B2, Q×P, and QB×P, are all to Black's advantage.

(7) So far Dufresne and Zukertort. Dr. Schwede adds 14 Q-QB3, B-KKt2; 15 Kt×QBP ch, K-Q sq; 16 Q-R5, Kt×Kt; 17 B-Kt4, P-Q3!; 18 QR-Q sq, B-K4; 19 R×QP ch, B×R; 20 R-Q sq, K-K sq; 21 B×B, Kt-K2; 22 Q×Kt, B-Kt5; 23 R-Q5, R-B sq; 24 Q-Kt7, B-K3; 25 Q×KtP ch, B-Q2; 26 Q-Kt7, B-B3; 27 B-R4+.

(8) Or 8 ..., B-Kt2!. (C. E. R.)

(9) 9 ..., P-KB3; 10 P-K5! (Winawer *v.* Zukertort), P-Q4! (Steinitz). The variation in this column is not yet thoroughly analysed.

Table 104.—THE MUZIO GAMBIT

1 P-K 4, P-K 4; **2** P-KB 4, P×P; **3** Kt-KB 3, P-K Kt 4; **4** B-B 4, P-Kt 5; **5** O-O, P×Kt; **6** Q×P, Q-B 3!.

	16	17	18	19	20
7	P-Q3			P-B3 ?	P-K5 (8)
	B-R3	Kt-QB3	P-Q4 (4)	Kt-QB3 ?	Q-QKt3 ch
8	Kt-B3	QB×P	B×QP (5)	P-Q4	K-R sq
	Kt-K2	B-B4 ch	P-B3	Kt×P	B-R3
9	QB×P (1)	K-R sq	Kt-B3	P×Kt (7)	Kt-B3
	B×B	P-Q3	B-Q3 (6)	Q×P ch	Q-B4
10	Q×B	Kt-B3	B-Kt3	K-R sq	P-Q3
	Q×Q	B-Kt3	Kt-K2	Q×B	Q×P
11	R×Q	Q-Kt3	QB×P	Q×P	Kt-Q5
	P-Q3	(3)	B×B	B-Q3	Kt-K2
12	B×P ch		Q×B	Q-B3	B×P
	K-Q sq		Q×Q	B-K4	B×B
13	QR-KB sq		R×Q	P-QKt3	QR-K sq
	QKt-B3		B-K3+	+	Q-Kt4
14	P-KR3! (2)				R×Kt ch
	Kt-K4				K-Q sq
15	P-Q4				R×BP+

(1) This may be played a move earlier. If 9 P-K5, Q×P; 10 B-Q2, QKt-B3; 11 QR-K sq, Q-B4! (Col. 23); if 10 QB×P, Q×B; 11 B×P ch, K-Q sq, &c.

(2) Or 14 R-R4!. (C. E. R.) The *Handbuch* gives 14 P-KR3 (Winawer *v.* Wittek) to White's advantage.

(3) If now 11 ..., Q-Kt3; 12 B×QP!. (Taubenhaus.) In case 8 ..., Q×P; 9 B×P ch+.

(4) Or 7 ..., P-QKt4!; if 8 P-K5 (*a*), Q-QKt3 ch; 9 K-R sq, P×B; 10 Q×R, B-QKt2; 11 Q×Kt ch, K-K2; 12 R-B3, Kt-R3; 13 Kt-B3, B-Kt2; 14 Kt ch, B×Kt; 15 Q×Q, RP×Q+. (Turnbull.)

(*a*) If 8 Kt-B3!, P-B3; 9 B-Kt3 (if 9 B×KtP, B-Kt5 or B-KR3!), P-Q3; 10 QB×P (if 10 Q-R5, Q-Kt3), B-K3; 11 Q-R5 or Kt3, B×B+. (C. E. R.)

(5) 8 P×P, if B-R3; 9 Kt-B3, Kt-K2; 10 Kt-K4, Q-QKt3 ch; 11 K-R sq, Kt-Kt3; 12 Q-R5, B-Kt2; 13 P-Q6, &c.

(6) If 9 ..., P×B; 10 Kt×P, leads to a win for White. (*Handbuch.*)

(7) Or 9 B×P ch, Q×B; 10 P×Kt, B-R3, &c.

(8) 7 QKt-B3, Q-Q5 ch; 8 K-R sq, Q×B; 9 P-Q3, Q-K3; 10 B×P or Kt-Q5. (Bello Gambit.)

Table 105.—THE MUZIO GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** B-B4, P-Kt5; **5** O-O, P×Kt (1); **6** Q×P (2), Q-B3!; **7** P-K5, Q×P (3); **8** P-Q3 (4), B-R3; **9** Kt-B3, Kt-K2; **10** B-Q2.

Diagram, p. 173.

	21	22	23	24	25
10	P-QB3		QKt-B3		
11	QR-K sq Q-QB4 ch		QR-K sq Q-KB4 (9)		
12	K-R sq (5) O-O	P-Q4!	Kt-Q5 K-Q sq		R-K4 O-O (13)
13	Kt-K4 Q-B4	Q-R5 Q-Q3	B-B3 (10) R-K sq(dia.)	R-KKtsq(11)	QB×P B-Kt2
14	P-KKt4 Q-Kt3	B×QP O-O (7)	Kt×B6 R-B sq	R×Kt Kt×R	Q-K2 P-Q4
15	P-Kt5 B-Kt2 (6)	R×Kt P×B (8)	P-KKt4 Q-Kt3	B-B6 R-K sq	QB×P (14) Q-Kt4 (15)
16	Kt-B6 ch K-R sq	Kt×P Kt-B3	P-KR4 P-Q4	P-KKt4 Q-Kt3	P-KR4 Q-Kt3
17	R×Kt P-Q4	B×P B×B	B×P B×P	Q-K2 B-B sq (12)	Kt×P (16) Kt×Kt
18	B-Kt3 Q×KtP	R×B Q×R	Q×B Q×Q ch	P-Kt5 P-Q3	B×Kt B-B4 (17)
19	R-KKt sq Q-B4	Kt×Q Kt×R	Kt×Q R-KKt sq	Kt×KBP Q-B4	QR-KB4 B-K3
20	Q-Kt2 B×Kt	Q-Kt5 ch Kt-Kt3	B-B3 P-B4	P-KR3 — P-KR3 —	B×B P×B
21	R×BP R-K sq	Kt-R5 — P-B4 —	B-B6 K-Q2		R-K4 R×R ch
22	R×B+		P-Q4 P×Kt+		K×R R-KB sq ch (17)

(1) 5 ..., Q-K2 (Kling and Horwitz) may run into Col. 9, Note 9. Or White may play 6 P-Q4 (if 6 Kt-B3, Q-B4 ch; 7 P-Q4, Q×B, &c.), P×Kt; 7 Kt-B3, P-Q3; 8 Kt-Q5, Q-Q2; 9 Q×P, Kt-QB3; 10 Q×P, B-Kt2 (*a*); 11 Kt×P ch, Q×Kt; 12 B×P ch, K-B sq; 13 B-Kt3 dis ch, Kt-B3; 14 Q-R4, K-K sq; 15 B-Kt5, R-B sq; 16 B×Kt, equalising after the exchanges.

(*a*) If 10 ..., Kt-Q sq; 11 Q-B6, Kt×Q; 12 Kt×Kt, may draw by perpetual check; Anderssen played 11 Q-Kt3, P-QB3; 12 Q×Kt, &c.

If 5 ..., P-Q4; 6 B×P, P-QB3; 7 B-Kt3, P×Kt; 8 Q×P, B-R3; 9 P-Q4, Q×P ch; 10 K-R sq, Kt-B3; 11 B×P, B-Kt5; 12 Q-Kt3, Kt×P; 13 R-K sq+.

(2) If 6 P-Q4?, P-Q4!, not 6 ..., P×P, on account of 7 B×P ch.

(3) 7 ..., Q-B4; 8 P-Q4, B-R3; 9 Kt-B3. See Col. 10.

(4) 8 B×P ch, K×B; 9 P-Q4, Q×P ch (Q-B4!); 10 B-K3, Q-B3; 11 B×BP, B-Kt2; 12 Kt-B3, Kt-K2; 13 Kt-Q5, Kt×Kt; 14 Q×Kt ch, Q-K3; 15 B-R6 dis ch, K-Kt sq; 16 QR-K sq, and wins.

(5) Or 12 R-B2!. (Staunton.)

(6) If 15 ..., P-Q4; 16 P×B, P×Kt; 17 R×P, B-Kt5; 18 Q×P, &c. (*Handbuch.*)

(7) 14 ..., P×B; 15 Kt×P, QKt-B3; 16 B-B3! (R×Kt ch (*Praxis*, p. 310)), Q-Kt3; 17 Q×Q, BP×Q; 18 B×R, K-B2; 19 Kt×P, B×Kt; 20 R×B ch, B-B4; 21 B-B3, Kt-Q4+.

(8) Or 15 ..., Q×R; 16 Q×B, P×B; 17 Kt×P, &c.

(9) Paulsen's variation. If 11 ..., Q-QB4 ch; 12 K-R sq (or R-B2), Kt-Q5 (*b*); 13 R×Kt ch, Q×R; 14 Q-R5, Kt-K3; 15 Q×B, Q-Kt4; 16 Q×Q, Kt×Q; 17 Kt-Q5+.

(*b*) Or 12 ..., Kt-K4; 13 Q-R5, &c.; or 12 ..., P-Q3; 13 Kt-Q5, Kt-K4; 14 R×Kt, P×R; 15 B-Kt4+.

(10) 13 Q-K2, Kt×Kt; 14 B×Kt, Q×B; 15 B-B3, Q-B4 ch; 16 K-R sq, Q×B; 17 P×Q, P-Q3; 18 Q-R5. (Lean.)

(11) 13 ..., R-KB sq; (if) 14 B-B6, B-Kt4. (*Field.*)

(12) Or 17 ..., B-Kt4; 18 Q-K5, &c.

(13) Better than 12 ..., Kt-K4. Lange suggests 12 ..., P-Q3; 13 QB×P, B-B sq!; Bird played 13 Q-K2.

(14) If 15 B-Q6, P×R; 16 R×Q, B×R; 17 B×Kt, Kt×B; 18 P×P, B-Kt3+. If 15 B-K5, Q-Kt4 (or P×R); 16 B×B, K×B; 17 P-KR4, Q-R3, &c.

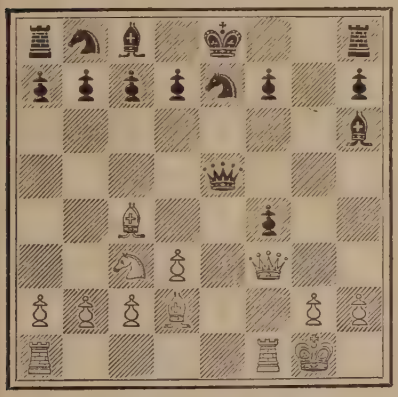
(15) I prefer 15 ..., Q-Q2. (C. E. R.)

(16) Or 17 B×P, B×Kt; 18 B×Kt, B×P; 19 B×P, P-B4+.

(17) Or 18 ..., Kt-Q5; 19 Q-B2, Kt-K3. (C. E. R.)

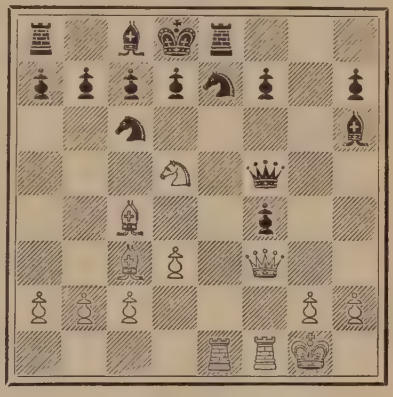
(18) 23 K-Kt sq, Kt-Q5; 24 Q-Q sq, R-QB sq; 25 P-B3, R×B; 26 P×Kt, Q-Kt6+.

(P. 172.)



After White's 10th move.

(Col. 23.)



After Black's 13th move.

SECTION IV

THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5.

The Kieseritzky is an advanced form of the King's Gambit. By playing 4 P-KR4 as above, the first player prevents the Classical Defence on that move (4 ..., B-Kt2), followed by the peculiar arrangement of Pawns on King's side, which characterises the King's Gambit Proper (p. 155, Cols. 14, &c.). Black's best reply is 4 ..., P-Kt5, moving a Pawn already in play, which enables White, without losing time, to plant his King's Knight on an attacking square in the centre of the board. His loss is, or may be, limited to the Gambit Pawn, in exchange for which he gets a strong position, which the gain of one more move will easily convert into a superior game. This consideration obtains in several variations in which a further sacrifice is offered to secure the necessary time.

The numerous lines of play available for both attack and defence make the Kieseritzky a tolerably safe opening between equal players, while the complications that spring out of irregularity of arrangement add to the chances of the more skilful or more practised player. The opening occupies a medium position between the King's Gambit and the Allgaier variation; it is more enterprising than the former, and not so risky as the latter.

In reply to 4 Kt-K5, Black has the choice of eight recognised moves, 4 ..., P-Q3, P-Q4, Q-K2, B-K2, Kt-QB3, Kt-KB3, B-Kt2, and P-KR4. Of these Kt-KB3 and B-Kt2 are generally preferred; B-K2 is the least satisfactory; P-Q3 and P-KR4 do not make the most of the situation; Kt-QB3 and Q-K2 aim at simplicity and equality; and P-Q4 calls for considerable skill on the part of the second player to carry out properly. His recompense lies in the opportunities for elegant play which not unfrequently present themselves in this variation.

The Kieseritzky variation, which now gives its name to the opening, is given in Col. 35. The move 5 Kt-K5 was previously known as the King's Knight's Gambit. It is the *Gambitto Grande* of the Italian writers.

TABLE 106.—THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5.

	1	2	3	4	5
5	P-Q3 (1)		P-Q4 (9)		
	Kt×KtP		P-Q4		P×P
6	P-KB4	B-K2 (4)	P-B6	Kt-KB3!	Q-K2
	Kt-B2 (2)	P-Q4	KtP×P(10)	B×P	Q-K2
7	Kt-B3 (3)	B×P ch	B-K2	Kt×P	Kt-KB3
	P-Q4	Kt-B2	B-K3 (11)	B-Q3+	P-Q4
8	P×P	Q-Kt4 (5)	B×P ch	B-Q3	Kt-R4
	B×P	Q-B3 (6)	K-Q2	(dia.) (12)	Kt-Q3!
9	B-K3	Kt-QB3(dia)	B-B3+		B-B4
	P-B4 —	Q×P (7)			Q×Q ch
10	P-Q4 —	B×Kt ch			B×Q
		K×B			B-K2 (13)
11		Q×Q ch			Kt-Kt6
		B×Q			R-R2
12		Kt×P			B-Q3
		B-Q3			Kt-B3
13		P-KB3 (8)			Kt×B
		Kt-B3			Kt×Kt
14		B-Q2			B×Kt
		R-R5 —			P×B
15		—			P-B6+

(1) Recommended by Kolisch.

(2) Or 7 P×P, B×P; 8 Kt-B2 (threatening Q-R5 ch followed by Q-QKt5 ch), Kt-KB3; 9 P-Q3, B-R3; 10 Q-B3, &c. (C. E. R.)

(3) If 7 ..., Q-K2; 8 Q-R5 ch (P-Q4 transposes into Col. 6), K-Q sq; 9 Q-K2. (C. E. R.)

(4) Or 6 . . , B-K2; 7 P-Q4, P-KB4; 8 Kt-B2!, Q-K2; 9 Kt-B3, Kt-KB3; 10 P-Q5. (E. F.)

(5) If 8 ..., Q-B3 or B-Kt6; 9 Kt-B3!.

(6) Or 9 QKt-B3, QKt-B3; 10 Kt-K2. (Brentano.) If 9 ..., B×Kt ch 10 K×B, Q-Kt6 ch; 11 K-Kt sq, B-Kt5; 12 B-K2. (Wayte.)

(7) If 10 P-B3, B-Kt6; 11 Kt-QR3, Kt-B3; 12 Kt-Kt5, B-Kt5; 13 Q×KB!, P×Q; 14 B×Q, P×Kt ch; 15 K×P, Kt×KP ch; 16 K-K3, Kt×B; 17 Kt×BP ch, K-Q2; 18 Kt×R, B-K3; 19 P-B4, P-Q4+. Or 10 P-Q5, Kt-K4; 11 Q×P, B×Kt ch; 12 K×B, Q-Kt3; 13 B-Kt5 ch, B-Q2; 14 B×B ch, K×B; 15 K-Kt sq, R-K sq; 16 Kt-B3, &c.

(8) Or 13 ..., Kt-KB3, threatening Kt-K5 ch. (C. E. R.)

(9) E. Morphy's move, a strong and important defence. If now 6 Kt×KtP, P×KP.

(10) Or 7 B-KB4!. If 7 P×QP, Q×QP?; 8 B-QB4, Q-K5 ch; 9 K-B2, P×P; 10 R-K sq, Q-B4 ch; 11 K×P, &c. (C. E. R.)

(11) 8 Kt×KtP, B×Kt; 9 P×B, B×P ch; 10 K-K2, Q-K2; 11 P-K5, Kt-QB3, &c.

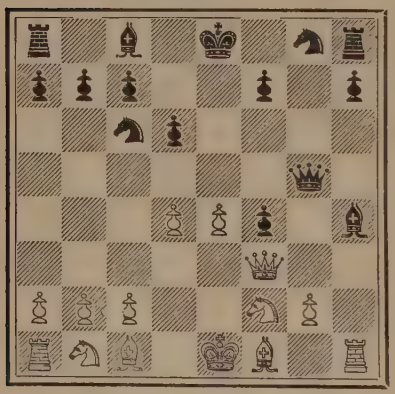
(12) Dr. Brentano notes that White has numerous lines of play, but none to avoid defeat. The play is however uncertain: we append two continuations:—

9 O-O, Q×P; 10 B×Kt, P×B; 11 P-KKt3, Q-R4; 12 R-B2!, B×Kt; 13 B×B, R-B sq; 14 Kt-B3, P-KB4; 15 Q-Q2 (threatening R-R2), Q-Kt3; 15 Q-B4 (or QR-KB sq), Kt-R3; 17 Kt×P, &c.

9 O-O, O-O; 10 Kt-QB3, Kt×Kt; 11 P×Kt, Q×P; 12 P-KKt3, Q-K2 (if Q-R4 or 6; 13 R-B2); 13 B-R6, P-KB4; 14 B×R, Q×B; 15 Kt×P, B×P; 16 B×P, B×B; 17 R×B, Q-Kt2; 18 Q-B3, B-Q3; 19 Q×P ch, K-R sq; 20 R-Kt5, &c. Black may also play 8 ..., Kt-QB3.

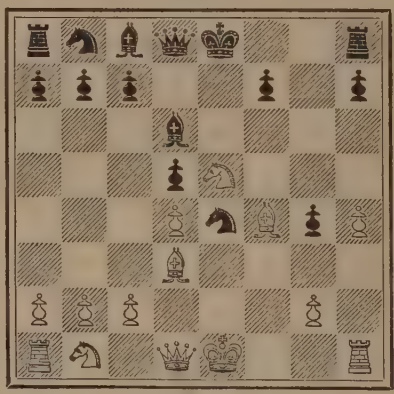
(13) Or 11 Kt×P, Kt-Kt6; 12 R-R2, B-Q3; 13 K-B2 (or B-Kt5 ch! (C. E. R.)), Kt×B; 14 R-R sq, P ch; 15 K×Kt, B×P+. (Brentano.)

(Col. 2.)



After Black's 9th move.

(Col. 4.)



After Black's 8th move.

Table 107.—THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5.

	6	7	8	9	10
5	Q-K2 (1)		B-K2 (8)		
6	P-Q4 (2)		Kt×KtP	Q×P?	B-B4!
	P-Q3	P-KR4	P-Q4 (9)	P-Q3	B×P ch
7	Kt×KtP	B-QB4! (5)	P×P	Q-Kt7	K-B sq
	P-KB4	Kt-KB3	B×P ch	B×P ch	Kt×KR3
8	Kt-B2	Kt-QB3	Kt×B2	K-Q sq	Kt×KtP
	Kt-KB3 (3)	P-Q3 (6)	B×Kt ch	P×Kt	Kt×Kt
9	B×P	B-B7 ch	K×B	Q×R (10)	Q×Kt
	Kt×P (4)	K-Q sq	Q×P	B-Kt5 ch	P-Q4
10	Q-R5 ch	QB×P	P-Q4	B-K2	Q×P
	K-Q sq	QKt-Q2	Kt-QB3	Q-Kt4 (11)	P×B
11	B-K2	B-QKt3	P-B3	B-B3 (12)	R×B+
	Kt-KB3	K-K sq	Kt-B3	B×B ch	
12	Q-B3 —	Kt-B7	B×P	P×B	See also Col. 11.
	Kt-B3 —	R-KKtsq (7)	B-Kt5+	Q-Kt7	
13		Kt-KKt5		Q×KP ch	
		R-Kt2		K-B sq	
14		Kt-K6+		Q-QB5 ch	
				Kt-K2+	

(1) Rosenthal. A defence which equalises the game. Or, after 6 P-Q4, Black may transpose into Col. 5 by 6 ..., P-Q4.

(2) If 6 Kt×KtP, P-KB4!.

(3) 8 ..., P×P; 9 Q ch, K-Q sq; 10 B×P, Kt-KB3; 11 Q-K2, P-KR4; 12 P-B4, &c.

(4) 9 ..., P×P; 10 P-Q5, P-KR4, &c.; if 10 B-K2, P-Q4; 11 B ch, K-Q sq=.

(5) If 7 B×P, P-Q3; 8 B-KKt5, Kt-KB3; 9 Kt-QB3, P-B3+.

(6) 8 ..., Kt×P loses Rook for Knight.

(7) If 12 ..., Kt×P; 13 Kt-Q5.

(8) Salvio and Polerio.

(9) Or 6 ..., B×P ch.

(10) Or 9 Q×KP ch, Q-K2; 10 Q×R, B-Kt5 ch; 11 B-K2, B×B ch; 12 K×B, Q×P ch+.

(11) 10 ..., B×B ch; 11 K×B, Q-Kt4; 12 K-B sq, P-B6; 13 P×P, Q-Kt6; 14 R×B, Q×P ch=. White can draw, and has chances of winning.

(12) Neither 11 Kt-B3 nor 11 R×B is good for White.

TABLE 108.—THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5.

	11	12	13	14	15
5	B-K2	Kt-QB3 (3)			
	B-B4 !	Kt×KtP	P-Q4	Kt×Kt	
6	B×P ch	P-Q4	Kt×Kt	QP×Kt	
	K-B sq	P×P	P×Kt	P-Q4 (9)	
7	P-Q4	Q-K2 ch	P-Q3	Kt-B3	
	B×P (1)	B-K2	B×P (8)	B×P (10)	Kt-B3
8	Kt-KR3	Kt-Q5	B-Kt2	Kt×P	Kt-R4
	P-Q4	Kt-B2	B-B4	B-Q3	B-QB4
9	B-Kt4 (2)	Kt-KB3 (4)	Q-K2	Kt-Q3 (11)	Kt-Kt6
	Kt-QB3	Kt-B3 (5)	Kt-B3	Kt-B3	R-R2
10	P-QB3	B-Kt5 (6)	P×P+	B-Kt2	Q-K2
	B-Kt3	Kt×B		Kt-K2	Q-Q3
11	P-KB3	Kt×Kt		O-O	B-R3 (12)
	Kt-Q3	P-Q3 (7)		P-B3	B-Q2
12	Q×P	Kt-K6		B-B4	P-Kt4
	B×P	B×Kt		Q-B2	B-Kt3
13	B×B	Q×B		B×B	B-Kt2 (13)
	Kt×B	Q-Q2		Q×B	O-O-O
14	Q×Q ch	Q-Kt6 ch		R-K sq	O-O+
	R×Q	K-B sq		O-O-O	
15	Kt-B2	R-KKt sq		+	
	Kt×Kt6	R-KKt sq			
16	R-Kt sq	B-R3+			
	R×P+				
17					

(1) 8 P×P, Kt-KR3; 9 P-Q4, O-O; 10 Kt-QB3, B-B4; 11 B×P, Q-B3; 12 Q-Q2, B-Kt3!; 13 K-Kt sq, Kt-B4; 14 Kt-K4 or QR-KB sq+. (Blackburne.)

(2) Or 9 ..., Q-Kt4; 10 Q-Q2, B-Kt6; 11 Kt-QB3.

(3) Simpler than 5 ..., B-Kt2 or Kt-KB3. Advocated by Neumann in the *Stratégie*.

(4) If 9 ..., P-B6; 10 P×P, Kt×P ch; 11 K-B sq, Kt-RP; 12 B-Kt5 ch, &c.

(5) Or 10 P-B3. (C. E. R.)

(6) If 10 ..., P-B6; 10 P×P, Kt×BP ch; 12 K-B sq, Kt-Q5; 13 P-Q3, B-B4; 14 B-Kt5, O-O-O; 15 Q-Q2 (or KKt-K4 (C. E. R.)), R-K sq; 16 R-K sq +.

(7) Or 12 O-O! (C. E. R.)

(8) If 8 B-QB4, Q-K2.

(9) Or B-K2! (Potter.)

(10) If 8 P-K5, Kt-R4+.

(11) 9 ..., B-Q3 (Kt-B3 is inferior); 10 Q-B sq (if Q-K2, Q-K2), Kt-Kt6; 11 R-R2, Q-K2 ch; 12 K-Q sq, B-KB4; 13 Kt-B3, O-O-O+; or 10 B×Kt, B×B; 11 Q-Q3, P-KR4 (Q-K2; 12 O-O, B-Q3; 13 Kt-Q2, B-K3; 14 P-KKt3, O-O-O); 12 Kt-Q2, B-K3; 13 O-O-O, Q-Q2; 14 P-KKt3, B×Kt ch; 15 R×B, O-O-O, &c. The *Handbuch* gives 9 ..., Q×P; 10 Q-K2, P-KB4; 11 QKt-Q2, B-K2; 12 O-O-O+.

(12) Or 11 ..., B-B4; 12 QB×P, Kt×P; 13 O-O-O, Kt-Q3. (C. E. R.)

(13) Or 13 ..., P-Kt5; (if) 14 Kt-K2, Kt×P+. (C. E. R.)

Table 109.—THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5.

	16	17	18	19	20
5	Kt-KB3 (1)				
6	B-B4 (2)	P-Q4!			
	Q-K2	P×P			
7	P-Q4	B-Q3			B-Kt2!
	P-Q3	P-Q4			Kt-QB3
8	B×P ch	Kt-R4 (7)			O-O
	K-Q sq	O-O (8)	Kt-QB3!	B-KB4	P-Q4
9	B-Kt3	Q×P (9)	Q-K2 (10)	Kt-K2	Kt-R4
	P×Kt (3)	Q-K sq	B-Kt5ch(11)	Q-K2 (16)	Kt-K2
10	P×P dis ch	Q×Q	P-B3 (12)	QKt×P	P-QB4!
	B-Q2	R×Q	P×P	Kt×Kt	P-B3
11	P×Kt!	O-O	P×P	B×Kt	P×P
	Q×P ch (4)	B-Q3	Kt-Q5 (dia.)	P-B3	P×P
12	K-B sq! (5)	R-K sq	Q-K3 (13)	O-O	Kt-Q2
	B-Q3		Kt-B7ch(14)	P×Kt	Kt×Kt (17)
13	Kt-B3		B×Kt	B-Kt5	B×Kt
	Q-B4		B-B4	Q-Q2	Q-Q3
14	Q-Q5 (6)		Q-K2 (15)	P×P	R-K sq+
	×KBP		B×P ch	B-B4 ch	
15	Kt-K4		Q×B	K-R sq	
	Q-K2		Kt×Q	B-KKt3	
16	Kt×B		K×Kt+	P-K6	
	P×Kt			Q-Q3	
17	B×P			Q×KtP+	
	R-B sq				
18	Q-Q2+				

(1) Philidor's Defence.

(2) Or 6 P-Q4, P-Q3; 7 Kt-Q3, Kt×P; 8 B×P, Q-K2; 9 Q-K2, B-Kt2; 10 P-B3.

(3) If 9 ..., B-K3; 10 B×P.

(4) If 11 ..., Q×BP; 12 P-KKt3. (*Schachzeitung.*)

(5) If 12 Q-K2, Q-B4+.

(6) If 14 P-B7, R-B sq.

(7) See diagram. 8 ..., Q-K2; 9 B×P (or O-O), Kt-R4; 10 P-KKt3, P-KB3; 11 Q-K2, &c. If 10 O-O, Kt×B; 11 R×Kt, P-KB3+.

(8) 9 Kt×KtP, Kt-Kt6; 10 R-R2, Q-K2 ch; 11 K-B2, P-KR4+. A fine game Mieses *v.* Anderssen runs thus: 9 B-Kt5 ch, P-QB3; 10 P×P, P×P; 11 Kt×QBP, Kt×Kt; 12 B×Kt ch, K-B sq (B-Q2!); 13 B×R, Kt-Kt6; 14 R-R2 (*a*), B-KB4; 15 B-Q5, K-Kt2; 16 Kt-B3, R-K sq ch; 17 K-B2, Q-Kt3; 18 Kt-R4, Q-R3; 19 Kt-B3, B-K4; 20 P-R4, and Black mates in four moves.

(*a*) If 14 K-B2, Kt×R ch; 15 Q×Kt, P-Kt6 ch (or B-R3); 16 K-K sq, Q-K2ch+.

If 9 K-B2, Kt-Kt6; 10 R-K sq, Q×P; 11 Kt-KB3 dis ch, Kt-K5 dis ch; 12 K-Kt sq, Q-B7 ch; 13 K-R sq, P-KB4, &c.

If 9 Q-Q3, P-KB3; 10 B-Kt5 ch, K-B sq; 11 Kt-B4, Kt-Kt6+.

(9) If 9 ..., P-B6; 10 Q-K sq. (Schwede.)

(10) Or 9 ..., O-O; 10 Kt-K2. If 9 ..., Kt-Kt6; 10 B×P, Kt×R; 11 P-KKt3; or 11 Kt-K4, Q×P ch (if 11 ..., B-KB4; 12 B-KKt5); 12 P-KKt3, Kt×P+. (*Handbuch.*) If 9 ..., P-KB3; 10 B-QKt5 ch, &c.

(11) If 10 O-O, B×Kt.

(12) If 10 ..., K-B sq or Q sq; 11 O-O+.

(13) Or 12 ..., Q-Q sq; 13 Kt×QBP, Kt×Kt; 14 B×Kt ch, B-Q2; 15 B×R, Q×B; 16 Q-K2 ch (or P-B4 (C. E. R.)), K-B sq (or K-Q sq (C. E. R.))+. Or 12 ..., Q-Kt2; 13 B-R4 (Kt-QB4, B-B2; 14 B-R4), B-K3; 14 QKt×P. (Zukertort *v.* Flechsig.)

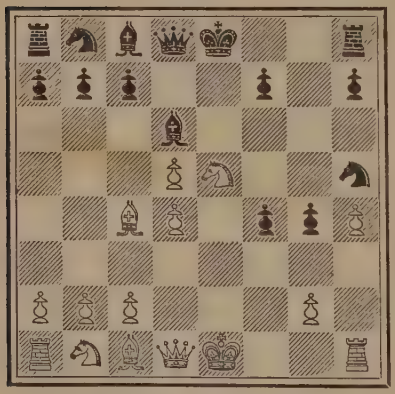
(14) Or 13 O-O, (if) P×B (Gossip); 14 Kt×P (B5), Kt×Kt; 15 B×Kt, Kt-Q2; 16 Kt×Kt, Q×Kt; 17 R-K sq ch+.

(15) Or 14 ..., Q-B4. (C. E. R.)

(16) 10 ..., B×Kt; 11 P×B, P-B6; 12 P×P, P×P; 13 B-KKt5, P-KB3; 14 P×P, Q-Q3; 15 Q-Q4, P×Kt; 16 B×P, Q-Kt6 ch; 17 K-Q2, O-O; 18 QR-KKt sq, and wins. (Morphy *v.* Bird.)

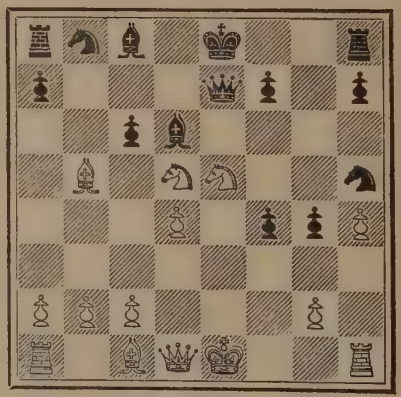
(17) Steinitz *v.* Zukertort. Or 13 Kt×P (B2), if R×Kt; 14 P-Q6, &c.; if 13 ..., Q-B3, 14 Kt-Kt5. Compare Col. 26.

(Col. 17.)



After Black's 8th move.

(Col. 18.)



After White's 12th move.

Table 110.—THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5, Kt-KB3.

	21	22	23	24	25
6	Kt×KtP(1)				
	Kt×P (2)				
7	P-Q4	P-Q3			
	Q-K2 (3)	Kt-Kt6			
8	Q-K2	B×P		Q-K2 ch?	
	P-Q4	Kt×R			
9	Kt-B2	Q-K2 ch	B-Kt5	B-K2	
	Kt-Kt6	Q-K2	B-K2	Q-Kt5 ch (9)	Kt×R
10	Q×Q ch	Kt-B6 ch	Q-K2	Q-Q2!	B-Kt5
	B×Q	K-Q sq	P-KR4!	Q×Q ch	P-KB3 (12)
11	R-R2	B×P ch	Kt-B6 ch (7)	Kt×Q	Kt×P ch
	B-Q3+	K×B	K-B sq	Kt×R	K-B2
12		Kt-Q5 ch	Q-K5	Kt-B6ch(10)	Kt-K4
		K-Q sq	Kt-B3	K-Q sq	Q-K4
13		Kt×Q	Kt×QPch(8)	Kt-Q5	B-R5 ch
		B×Kt	K-Kt sq+	B-K2	K-Kt sq
14		Q-Kt4 (4)		O-O-O	Q-B3
		P-Q3 (5)		Kt-B7	Q-K3
15		Q-KB4		R-B sq	QKt-B3
		R-Kt sq		B×P	P-KR3
16		Q×BP (6)		B×Pch(11)	B-K3+

(1) 6 Kt×BP is an inferior variation of the Allgaier Gambit.

(2) 6 ..., Kt×Kt; 7 Q×Kt, P-Q4; 8 Q×P, B-Q3; 9 P-K5, Q-K2; 10 P-Q4, P-QB4; 11 Kt-B3, P×P; 12 Kt×P, Q×P ch; 13 Q×Q, B×Q; 14 B-KB4, B×B; 15 Kt×B, &c. (C. E. R.) If 6 ..., P-Q4; 7 Kt×Kt ch, Q×Kt; 8 Q-K2 or Kt-B3, &c.

(3) Or 7 ..., B-K2!.

(4) If 14 Kt-B3, R-K sq!. If 14 Q-R5, Kt-Kt6.

(5) If 14 ..., B-Q3; 15 Q-Kt5 ch, K-B2; 16 Kt-B3. If 14 ..., R-K sq; 15 B-K2, &c.

(6) 16 ..., R-B sq; 17 Q×P, Kt-Kt6; 18 B-K2 or Kt-Q2, B-B4+; or 16 ..., B×P ch; 17 K-Q2, R-K sq; 18 Kt-R3, Kt-Kt6!. Morphy's *Games*, p. 260.

(7) If 11 Q-K5, P-KB3; 12 Kt×P ch, K-B2; 13 Q-Q5 ch, K-Kt2, and wins.

(8) If 13 Q-KB4, K-Kt2 wins.

(9) Or 9 ..., Q×B ch!, to equalise.

(10) Or 11 B-K5, P-KB3; 12 Kt×P ch+.

(11) 16 ..., K-K sq; 17 B-Q6, Kt-R3; 18 P-Q4+.

(12) 10 ..., Q-Kt5 ch; 11 P-B3, Q×KtP; 12 Kt-B6 ch, K-K2; 13 Q-R4+.

Table 111.—THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5, B-Kt2 (Paulsen's Defence).

	26	27	28	29	30
6	P-Q4				Kt×KtP
	Kt-KB3				P-Q4
7	B-B4			Kt-QB3 (15)	Kt-B2 (16)
	P-Q4		O-O	P-Q3	P×P (17)
8	P×P		Kt-QB3 !	Kt-Q3 !	Kt×P
	O-O (dia.) (1)		P-Q3	Kt-R4	Q-K2
9	O-O	B×P (9)	Kt×BP	Kt×P	Q-K2
	P-B4 (2)	Kt×P	R×Kt	Kt-Kt6	Kt-QB3
10	P-B3 (3)	B×Kt (10)	B×R ch	R-R2	P-B3
	P×P	Q×B	K×B	O-O	Kt-R3
11	P×P	O-O (dia.)	B×P	Q-Q3	Kt-B2
	Kt×P	Kt-B3 (11)	Q-K sq (13)	Kt×B	Kt-B4 !
12	Kt-QB3 ! (4)	P-B3 (12)	O-O	K×Kt	Q×Q ch
	Kt×Kt (5)	Kt×Kt	K-Kt sq	Kt-B3 +	K×Q
13	P×Kt	P×Kt	Q-Q3		P-Q4
	B×Kt (6)	Q-Kt4	Kt-B3		Kt-Kt6
14	P×B	Q-Q2	B-Kt5		R-R2
	Q×Q (7)	B×P	Q-Kt3		R-K sq
15	R×Q	B×B	Q-B4 ch		B-Kt5
	B-K3	Q×B	K-R sq		K-B sq d. ch
16	R-Q4	Kt-R3	QR-K sq —		K-Q sq
	Kt-B3	B-K3 +	Kt-K sq — (14)		R-K6 ! (18)
17	R×P				B×R
	Kt×P (8)				P×B (19)

(1) 8 ..., Kt-R4 ! ; 9 Kt-QB3, O-O, &c. See Col. 20.

(2) Or 9 ..., Kt×P ! . (Lange.)

(3) If 10 P×P *en pas.*, Kt×P ; 11 Kt×Kt, P×Kt ; 12 QB×P, Kt-R4 ; 13 B-K3, Q×RP. If 10 P (Q4)×P, Kt-R4, &c.

(4) 12 B×Kt, Q×B ; 13 Kt-QB3, Q-Q sq ; 14 B×P, Kt-B3 ; 15 Kt×Kt, P×Kt ; 16 Kt-K2, &c.

(5) 12 ..., Kt-Kt3 ; 13 B-Kt3, Kt-B3 ; 14 R×P, Kt×Kt ; 15 P×Kt, Q×Q ch ; 16 B×Q, B×P+.

(6) If 13 ..., Q×RP ; 14 Kt×BP ! . (C. E. R.)

(7) 14 ..., Q×P ; 15 R×P, Kt-B3 ; 16 B-R3, R-Q sq ; 17 B×P ch, K-R sq ; 18 B-Q6, Q-Kt4 ; 19 P-K6, Q×R ; 20 B×Q, R×Q ch ; 21 R×R+.

(8) Continued 18 B×B, P×B; 19 R-K4, R-B4; 20 B-B4, Kt-Kt3; 21 B-Kt3, and White recovers the Pawn.

(9) 9 Kt-QB3, P-B4 (or Kt-R4; 10 Kt-K2, Q-B3); 10 P×P *en pas.* (if B×P, Kt-R4), Kt×P; 11 Kt×Kt, P×Kt; 12 QB×P, R-K sq ch; 13 Kt-K2. (*Handbuch.*)

(10) 10 B-KKt3, Kt-K6; 11 Q-K2, Q×QP; 12 P-B3, Q-Kt3; 13 B-Kt3, B-K3; 14 Kt-Q2, Kt-B3; 15 Kt×Kt, B×B; 16 Kt-K7 ch, K-R sq; 17 P×B, KR-K sq; 18 Kt-B4, Kt×Kt; 19 P×Kt, B-B3; 20 O-O-O, R×Kt; 21 Q×P, B-Kt2. (Thornton *v.* Steinitz. *A. S.*)

(11) 11 ..., P-QB4; 12 P-B3 (*a*), P×P; 13 Kt×KtP, Q-K3; 14 Kt-B2, Q-QKt3; 15 P-B4, B-K3; 16 Kt-Q2, Kt-Q2+. (Steinitz *v.* Zukertort.)

(*a*) 12 Kt-QB3, Q×P ch; 13 Q×Q, P×Q; 14 Kt-Q5, Kt-B3; 15 Kt×Kt, P×Kt; 16 Kt-K7 ch, K-R sq; 17 Kt×P, B-Kt2; 18 Kt-K5, QR-B sq. (Steinitz *v.* Blackburne.)

(12) If 12 Kt×Kt, P×Kt; 13 B-K3, P-QB4+.

(13) 11 ..., Kt-B3, 12 O-O, K-Kt sq; 13 B-Kt5, P-KR3; 14 B×Kt, B×B; 15 Kt-K2+.

(14) Mr. Ranken's suggestion. Mr. Wayte prefers White, Black's development being difficult. The *Handbuch* gives 16 ..., P-KR3; 17 B×Kt, B×B; 18 P-R5+.

(15) If 7 B-Q3, P-Q3; 8 Kt-B4, Kt-R4 or P-Q4+. If 7 Kt×KtP, Kt×P; 8 B×P, Q-K2 or O-O+. If 7 B×P, P-Q3; 8 Kt-B4, Kt×P; 9 B-Q3, Q-K2 or O-O! (C. E. R.); 10 Q-K2, P-KB4 or B-B4+.

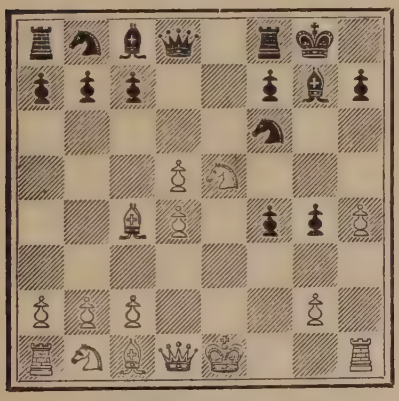
(16) If 7 P×P, Q-K2 ch; 8 K-B2, B-Q5 ch, and wins. If 7 P-Q4, P×P; 8 B×P, Q×QP; 9 Q×Q, B×Q; 10 P-B3, B×Kt+. If 7 Kt-B3 or P-Q3 or P-B3, P×P. If 7 Q-B3, Q-K2, &c.

(17) Or 7 ..., Kt-K2; 8 P×P (or P-Q3), O-O; 9 B-K2 or Kt-B3, Kt-B4+.

(18) In a game with Anderssen, Zukertort, who introduced Black's 11th move, notes that 16 Kt-KR4 is not so good as the text move. White may reply by 17 B-K2 or R-R sq.

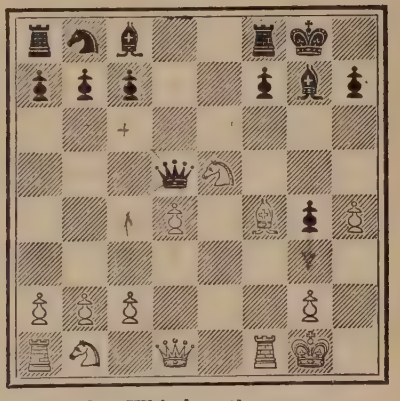
(19) 18 Kt-Q3, B-B4; 19 Kt-R3, R-Q sq; 20 Kt-QB2, B×P; 21 P×B, Kt×P; 22 Kt×Kt, R×Kt; 23 R-B sq (if K-B2, P-QR3), B×Kt; 24 B×B, R×B ch; 25 K-K sq, R-Q7; 26 R-B3, R-K7 ch; 27 K-Q sq, R×QKtP; 28 R×KP, Kt-B8, and wins.

(Col. 26.)



After Black's 8th move.

(Col. 27.)



After White's 11th move.

Table 112.—THE KIESERITZKY GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-K5, P-KR4.

	31	32	33	34	35
6	B-B4 (1)				
	Kt-KR3		R-R2		
7	P-Q4 (dia.)		P-Q4 (9)		
	P-Q3 (2)	Q-B3	P-Q3 (10)		P-B6
8	Kt-Q3	Kt-QB3 (7)	Kt×BP	Kt-Q3	P-Kt3? (20)
	P-B6	P-B3	R×Kt	P-B6 (13)	Kt-QB3
9	P×P (3)	Kt-K2	B×R ch	P×P (14)	Kt-Kt6 (21)
	B-K2	P-Q3	K×B	B-K2 (15)	B-Kt2 (22)
10	B-K3 (4)	QB×P	B×P	B-K3	B-KKt5
	B×P ch	P×Kt	B-R3	B×P ch	B-B3
11	K-Q2	B×KP	O-O	K-Q2	Q-Q2
	P×P	Q-K2	K-Kt2 (11)	P×P (16)	B×B
12	Q×P	O-O (8)	P-KKt3 (12)	Q×P	P×B
	B-Kt5	R-Kt sq	B×B	B-Kt5 (dia.)	P×Kt
13	Q-B4! (5)		R×B	Q-B4 (17)	B×Kt —
	Kt-B3		B-K3+	Kt-Q2 (18)	R-Kt2 +
14	Kt-B3			Kt-B3	
	Kt×P			Kt-Kt3	
15	B×Kt			B-Kt3	
	B-Kt4			R-Kt2	
16	B×R			P-K5 (19)—	
	B×Q ch			B-Kt4 —	
17	Kt×B (6)				

(1) If 6 P-Q4, P-Q3; 7 Kt-Q3, P-B6, &c.

(2) 7 ..., B-K2; 8 QB×P, B×P ch; 9 P-KKt3, B-Kt4; 10 R×P (or 10 Q-Q2 (C. E. R.)), B×B; 11 P×B, P-Q3; 12 Kt×KtP, B×Kt; 13 Q×B, Kt×Q; 14 R×R ch, K-Q2; 15 R×Q ch, K×R; 16 Kt-Q2+.

(3) 9 P-KKt3, P-KB4 (or Kt-QB3, or B-Kt2); 10 Kt-B3, P×P; 11 Kt×P, Kt-B4; 12 K-B2. (McDonnell *v.* Bird.) If 9 ..., P-Q4; 10 P×P, Kt-B4; 11 K-B2, Kt×QP (if B-K2, Kt-K5!); 12 B-KKt5+. (*Synopsis.*)

(4) Or 10 B-B4, B×P ch; 11 K-Q2, P×P; 12 Q×P, B-Kt5; 13 Q-K3+. If 10 B-KKt5, B×B; 11 P×B, Q×P, &c.

(5) If 13 Q-B sq, B-Kt4; 14 Q-Kt sq, to bring Queen's Rook to King's side as opportunity permits.

(6) If 17 ..., Q-Kt4?; 18 QKt-Q5+. If 17 ..., P-QB3; 18 QR-KB sq, Q-Kt4; 19 B-Q4, &c.

(7) Or 8 P-B3!, for the attack is hardly worth a piece. If then 8 ..., B-Q3; 9 Kt-Q3, P-B6; 10 P×P, B-Kt6 ch; 11 K-B sq, P-Q3; 12 B-KKt5, Q×P ch; 13 Q×Q, P×Q; 14 Kt-Q2=.

(8) If 12 B×R, Q-Kt5 ch+.

(9) 7 Kt×BP, R×Kt; 8 B×R ch, K×B; 9 P-Q4, P-B6; 10 P×P, P-Q3+. Or 9 ..., B-R3; 10 B×P, P-Q3+.

(10) If 7 ..., B-K2; 8 QB×P, B×P ch; 9 P-KKt3, B-Kt4; 10 R×P, R×R; 11 B×P ch, &c. If 7 ..., Q-B3; 8 Kt-B3!, Kt-K2; 9 O-O, B-R3; 10 QB×P, B×B; 11 P-KKt3+. If 7 ..., B-R3; 8 Kt-B3, Kt-QB3; 9 Kt×BP!.

(11) If 11 ..., B×B; 12 R×B ch, K-Kt2; 13 Kt-B3, B-K3; 14 Q-Q2, Kt-KB3; 15 QR-KB sq, QKt-Q2; 16 R×Kt, Kt×R; 17 Q-Kt5 ch, &c.

(12) Or 12 Q-Q2! (E. F.) Compare this column with Col. 11, p. 155.

(13) If 8 ..., B-K2; 9 QB×P. If 8 ..., Q-K2; 9 Kt-B3, Kt-KB3; 10 O-O.

(14) If 9 P-KKt3, Kt-K2.

(15) If 9 ..., P-Kt6; 10 B-KKt5, B-K2; 11 B×B, Q×B; 12 K-B sq.

(16) If 11 ..., B-Kt4; 12 Q-Kt sq or P-B4+.

(17) Or 13 Q-B sq.

(18) Or 13 ..., R-Kt2; 14 Kt-B3, B-Kt4; 15 Q-B2, Kt-Q2; 16 QR-KB sq. If 13 ..., Q-B3; 14 Kt-B3. If 13 ..., Kt-QB3; 14 Kt-B3, Kt×P; 15 QR-KB sq, B-B3; 16 Kt-Q5, B-R sq; 17 Q×B, P×Q; 18 R×R, Kt-B6 ch; 19 R×Kt, P×R; 20 R×B+.

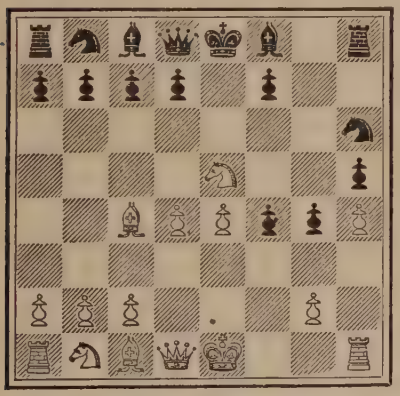
(19) If 16 QR-KB sq, B-Kt4; 17 Q-B2, Q-K2; 18 B×B, Q×B ch; 19 Q-B4, P-KB3.

(20) White should play 8 P×P, and transpose into Col. 34. If 8 ..., P-Q3; 9 B-KKt5 (Kt-Q3!), B-K2; 10 B×B, Kt×B; 11 Kt-Q3, Kt-Kt3+. (*Handbuch.*)

(21) 8 Kt×Kt, QP×Kt; 9 B-B4, Q-K2; 10 Kt-B3, B-K3; 11 P-Q5, B×P; 12 B×B, P×B; 13 Q×P, P-QB3+.

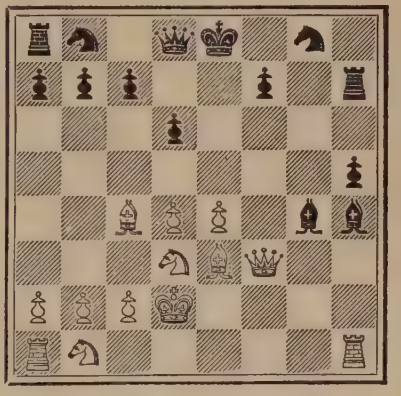
(22) Or 9 ..., P×Kt; 10 B×Kt, R-R sq.

(Col. 31.)



After White's 7th move.

(Col. 34.)

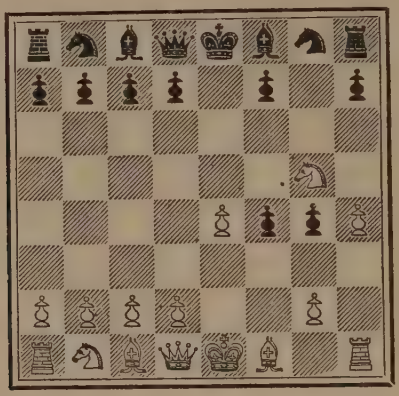


After Black's 12th move.

SECTION V

THE ALLGAIER GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-Kt5.



The Allgaier Gambit is opened in the same way as the Kieseritzky, but by varying his fifth move the first player offers a piece to deprive his opponent of the shelter afforded by the King's side Pawns and prevent him Castling. Black cannot do better than accept the sacrifice. A series of attacking moves is thus placed at White's disposal, and his success or failure will largely depend on the order in which they are made, and how long he can keep up the pressure. The ordinary rules with regard to minute advantages do not obtain in this opening. The struggle on one side is to secure a winning position with a few pieces well combined, and on the other to bring the reserves into action and compel exchanges. The loss of a move by either player is generally of more consequence than the loss of a Pawn or the exchange. With a piece already in hand, it is frequently good policy on the part of the second player to give up his queen for two pieces, and so equalise the forces and break up the attack.

The Allgaier yields positions which are among the finest in Chess. It is especially rich in brilliant endings. It was played in Philidor's time, but is named after the German writer Allgaier, who devoted considerable attention to it, and thought it invincible. His leading line of play (Col. 4) was found faulty by Horny. It was superseded by that ascribed to Prince Ouroussoff (Cols. 18–20), and more recently by Mr. Thorold's variation (Cols. 5–17). The last mentioned leads to the most enduring attack, and is generally preferred in this country.

Table 113.—THE ALLGAIER GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-Kt5.

	1	2	3	4	5
5	P-Q4 (1)	P-KB3	P-KR4	P-KR3 !	
6	P×P? (2)	Q×P	B-B4	Kt×P	
	P-KR3	P-KR4	Kt-KR3	K×Kt	
7	Kt-K4 (3)	Q-B5	P-Q4	Q×P	P-Q4 (10)
	P-KB4	P×Kt	P-KB3	Kt-KB3 !	P-Q3
8	KKt-B3	Q-Kt6 ch	B×P	Q×BP	B-B4 ch (11)
	B-Q3	K-K2	P×Kt	B-Q3 ! (7)	K-Kt3
9	P-Q4	Q×P ch	P×P	B-B4 ch	B×P
	Kt-KB3+	K-K sq	Kt-B2 (4)	K-Kt2	Kt-KB3
10		Q-K5 ch	P-Kt6	Q-B2 (8)	Q-Q3 (12)
		Q-K2	Kt-Q3 (5)	R-B sq	Q-K sq
11		Q×R	B×Kt	O-O	Kt-B3
		Q×KP ch	P×B	Kt-Kt5	Kt-B3
12		B-K2	B-B7 ch	Q-Q4 ch	P-R5 ch
		Q×KtP	K-K2	B-K4	Kt×P
13		Q×P ch	-O	Q-Q5	R×Kt
		K-K2	Q-R4	R×R ch	Kt-Kt5
14		Q-Kt5 ch+	B-Q5 (6)	K×R	Q-K2
				Q-B3 ch (9)	K×R (13)

(1) If 5 ..., Kt-KB3; 6 P-Q4, P-KR3; 7 Kt×P, K×Kt; 8 B×P, (if) P-Q4; 9 B-K2. (Col. 11.) If 5 ..., B-K2; 6 Q×P.

(2) 6 P-Q4 (Ouroussoff), P-KR3; 7 Kt×P, K×Kt; 8 B×P, &c.

(3) If 7 Q-K2 ch, Kt-K2; 8 Kt-K4, B-Kt2+.

(4) If 9 ..., Kt-Kt sq; 10 B-K5.

(5) If 10 ..., Kt-Kt4; 11 Q-Q2 (or B-K5), Kt×P; 12 B ch, K-K2; 13 B-Kt5 ch, Kt in; 14 Q-K3 ch, K-Q3; 15 P-B4, and wins; if 12 Kt-B3, Kt×Q; 13 B ch, and 14 Kt mates.

(6) 14 ..., K-K sq; 15 Q-B sq, K-Q sq; 16 Q-Kt5 ch, B-K2; 17 P-Kt7, and wins.

(7) Horny's move. The column runs as played between Thorold and McDonnell.

(8) If so played on move 9 Black's reply is K-Kt2. If now 10 Q-B5, B-Kt6 ch and R-B sq; if 10 Q-B3, Kt-B3+.

(9) Black mates in six moves.

(10) Mr. Thorold's attack.

(11) Or 8 B×P, B-K2; 9 B-K2, B×P ch; 10 P-KKt3, B-Kt4; 11 O-O, &c.

(12) Or 10 Kt-B3!. (Potter.)

(13) 15 P-R3, Kt-B3; 16 O-O-O, K-Kt3; 17 Kt-Q5, R-R2; 18 P-K5, R-B2; 19 B-Q3 ch, K-Kt2; 20 Kt-B6+. (Gunsberg *v.* Ballard.)

Table 114.—THE ALLGAIER GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-Kt5, P-KR3; **6** Kt×P, K×Kt; **7** P-Q4, P-Q4; **8** B×P.

	6	7	8	9	10
8	P×P (1) dia., p. 189				B-K3
9	B-B4 ch (2) / K-Kt2 (3)				B-Q3 (17) / Kt-KB3
10	O-O / Kt-KB3	Kt-B3 / Kt-KB3	B-Q3 / Kt-KB3 (di.)	B-K5 ch (14) / Kt-KB3	O-O / K-Kt2
11	Q-Q2 (4) / Kt-B3	Q-K2 (9) / B-Q3 (10)	O-O / B×B	Q-Q2 (15) / Kt-B3	Kt-B3 / B-K2
12	Kt-B3 / B-Q3 (5)	O-O / R-KB sq (11)	R×B / Kt-KB3	Q-B4 (16) / B-Q3	Kt-Kt5 ! / Kt-R3
13	Kt-K2 (6) / B×B	B×P ch / K×B	Q-K2 / Q×P ch	Kt-B3 / Q-K2	B-K5 / P-B3
14	R×B / Kt-K4	Q-K3 ch / K-Kt3 (12)	K-R sq / R-B sq	Kt-Q5 / B×B +	Kt-B3 / Q-Q2
15	Q-B3 / Kt×B	Q-Kt5 ch / K-R2	QR-KB sq (13)		Q-Q2 / QR-KB sq
16	Q×Kt / R-B sq (7)	Kt×P / Kt×Kt			Q-B4 / Kt-Kt5 +
17	Kt-Kt3 / Q-Q3 + (8)	B-Kt8 ch / and draws			

(1) If 8 ..., B-Kt2; 9 Kt-B3, P×P; 10 B-B4 ch, K-Kt3; 11 Kt-Q5, &c.; or 9 ..., Kt-KB3; 10 Kt×P, Kt×Kt; 11 B-B4. If 8 ..., B-K2; 9 B-K2, B×P ch; 10 P-KKt3. If 8 ..., Kt-QB3; 9 Kt-B3, B-Kt5; 10 B-K2; or 9 ..., Kt-B3; 10 Kt×P, Kt×Kt or Kt×P; 11 B-B4. If 8 ..., P-B3; 9 B-K2, P-KR4; 10 O-O, &c.

(2) If 9 B-K2, P-KR4; 10 B-K5, B-Kt2; 11 O-O ch, K-Kt3+.

(3) If 9 ..., K-K sq; 10 B-K5!. If 9 ..., K-Kt3; 10 Kt-B3, B-Kt2 (for 10 ..., B-Q3 compare Col. 8); 11 Kt-Q5 (E. F.); or 10 P-R5 ch, K-R2; 11 B-B7, B-KB4 (Kt-K2!); 12 B-Kt6 ch, B×B; 13 P×B ch. (Pierce.)

(4) If 11 Kt-B3, B-Q3; but if now 11 ..., B-Q3; 12 B-KKt5!.

(5) 12 ..., Q×P ch; 13 Q×Q, Kt×Q; 14 B-K5, Kt-B4; 15 Kt×P, B-K2; 16 R-B4, (if) P-KR4; 17 QR-KB sq, K-Kt3; 18 Kt-Kt3!, Kt×Kt; 19 R×Kt ch, &c.

(6) If 13 B-K3, Kt-QR4; 14 R×Kt (B-K2 is a fatal loss of time), Q×R (if Kt×B, 15 B×P ch); 15 B-Q5, B-KB4; 16 R-KB sq, Q-Kt3; 17 Kt×P, Kt-B3+.

(7) Or 16 ..., Q-K2 followed by B-K3. (C. E. R.)

(8) If 18 QR-KB sq, B-K3; 19 P-Q5, Kt×P!.

(9) 11 Q-Q2, B-Q3 (if 11 ..., Kt-QB3; 12 Kt-K2 or Kt5, B-Q3; if 12 P-Q5, Kt-K2; 13 Kt-Kt5, Kt-Kt3; perhaps 12 O-O-O is best); 12 B-KKt5 (if 12 R-B sq, P-K6!), B-K2; 13 R-KB sq, Kt-B3; 14 Kt×P, Kt×Kt; 15 R-B7 ch. K-Kt3; 16 Q-B4, Kt×B (or 16 ..., B-Kt5 ch!; 17 P-B3, Q×P (Potter)); 17 P×Kt, Q-Q3; 18 R-Kt7 ch, K-R4; 19 K-K2!, Kt×P ch; 20 Q×Kt, Q-R7; 21 B-B7 ch, K-R5; 22 Q-K4, B×P; 23 R-KR sq, Q×R; 24 P-Kt3 ch+. (Freeborough *v.* Amateur.)

(10) 11 ..., Q×P; 12 R-Q sq gives White a strong attack with a move gained. If 11 ..., Kt-B3; 12 O-O-O, Kt×P; 13 R×Kt (or 13 Q-B2, P-QB4; 14 B-K5, Q-K2; 15 Q-B4, &c. (Potter)), Q×R; 14 R-Q sq, Q-B4; 15 B-K3, Q-K4 (Q-KR4!); 16 B-Q4, (if) Q-B5 ch; 17 K-Kt sq, B-K2; 18 Kt-Q5, Q-Q3; 19 R-B sq, R-B sq; 20 Q×KP, B-K3; 21 B-Q3, &c.

(11) Or 12 ..., B×B; 13 R×B, Q×P ch; 14 K-R sq, R-B sq (if 14 ..., Kt-R4; 15 R×KtP ch, K-R2; 16 R-KB sq); if 15 Kt×P, Kt×Kt; 16 R×Kt, Q-B3; 17 R-K7 ch, K-R sq; 18 R-K8, Kt-B3!; 19 R×R ch, Q×R; 20 R-KB sq, B-B4; 21 B-Q3!. See Col. 8. Another alternative is 12 ..., Kt-B3.

(12) If 14 ..., K-R2; 15 Kt×P, after which B-Q3 becomes available.

(13) If 15 ..., P-B3; 16 Kt×P; or if 15 ..., P-QKt4; 16 B-Kt2, QKt-Q2 (*a*); 17 Kt-Q5, &c. If 15 ..., Kt-B3; 16 Kt×P, Kt×Kt; 17 R×Kt, R×R ch; 18 Q×R, Q-B3; 19 R-B4, Q×RP ch; 20 K-Kt sq, Kt-K4; 21 R-B7 ch, &c. (F. J. Young.)

(*a*) If 16 ..., B-Kt2; 17 R×Kt, R×R; 18 Q×KtP ch+.

(14) Mr. Potter suggests 10 Q-K2, Kt-QB3 (or Kt-KB3) (*b*); 11 P-Q5, Kt-R4; 12 B-K5 ch, Kt-B3; 13 R-B sq, B-K2; 14 Kt-B3, &c.

(*b*) If 10 ..., B-Q3; 11 B-K5 ch (or B×B), B×B; 12 P×B, Kt-QB3 (if 12 ..., Q-Q5; 13 Q-B sq, Q-K6 ch; 14 K-Q sq, Q-Q5 ch; 15 Kt-Q2 (Potter)); 13 Kt-Q2, Kt-Q5 (or Q-K2! to play B-K3); 14 Q-B2, B-K3. (C. E. R.)

(15) See diagram. If 11 O-O (*c*), B-K2; 12 Kt-B3 (if P-Q5; 13 B ch), Kt-B3; 13 Kt×P (if Kt-Q5 or R-B4, Kt×B+), Kt×B; 14 Kt×Kt, Kt-B6 ch. (Fraser.)

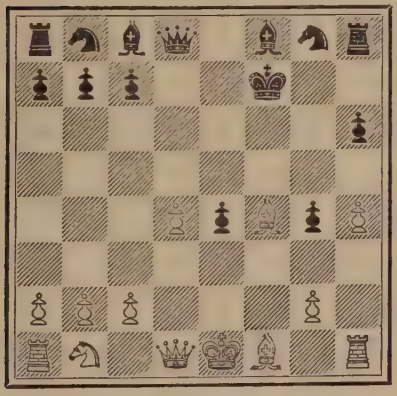
(*c*) If 11 R-B sq, B-K2; 12 Kt-B3 (*d*), Kt-B3; 13 Q-K2, Kt×P; 14 Q×KP, Kt-B3+.

(*d*) 12 Q-K2, Kt-QB3; 13 Kt-Q2, Q×P; 14 B×Q, Kt×B; 15 Q-Q sq, B-KB4. (Marriott *v.* Mills-Palmer. Won by Black.)

(16) If 12 R-KB sq, B-K2+.

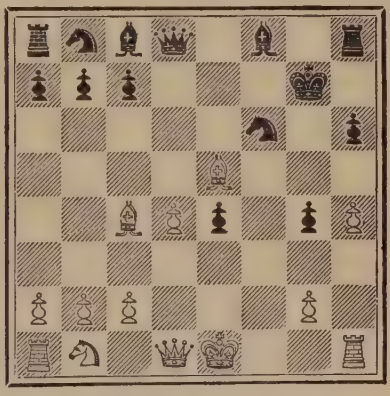
(17) A similar line of play follows 9 B-K2, or 8 ..., Kt-KB3; 9 B-K2, B-K3. In this case White's 16th move may be R-B4.

(Col. 6.)



After Black's 8th move.

(Col. 9.)



After Black's 10th move.

Table 115.—THE ALLGAIER GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-Kt5, P-KR3; **6** Kt×P, K×Kt; **7** P-Q4, P-Q4; **8** B×P, Kt-KB3 (1).

	11	12	13	14	15
9	B-K2 ! (2)			B-K5 ?	P-K5 ?
	Kt-B3	P×P	Kt×P	B-Q3	Kt-R4 (12)
10	Kt-B3 (3)	Kt-B3 (4)	O-O	Kt-B3 (10)	B-K2 (13)
	K-Kt2	Kt-B3 (5)	K-K sq (8)	Kt-B3	Kt×B
11	B-K5	P-Q5	B×KtP	Kt×P (11)	O-O
	B-K2	Kt-K2	B×B (9)	Kt×B	K-Kt2
12	B×KtP	B-B4	Q×B	Kt×Kt	R×Kt
	Kt×QB	K-Kt3 ? (6)	Q-Q2	Kt-B6 ch	P-KR4
13	B×B	B-K5	Q-Kt6 ch	P×Kt	Q-B sq
	Q×B	B-Kt2	Q-B2	B-Kt6 ch +	B-K3
14	P×Kt	P-R5 ch	Q×Q ch		R-B6
	Kt-R2	K-R2	K×Q		R-R3
15	P×P	Q-Q2	B-K5 dis ch		Q-B4
	Q-B4	B-B4	K-Kt sq		R×R
16	Q-Q4 —	O-O-O	B×R+		Q-Kt5 ch
	KR-B sq —	R-KB sq			K-R sq
17		Q-B4 (7)			P×R
					B-B2 +

(1) 9 Kt-B3, B-Kt2; 10 B-Q3, P×P; 11 B-B4, K-Kt3; 12 P-R5 ch, K-R2.

(2) 9 Kt-B3, K-Kt2; 10 B-K2, Kt-B3; 11 B-K5, &c.; 9 ..., B-Kt5; 10 B-K5 (*a*), Kt×P; 11 B-Q3, Kt×Kt; 12 O-O ch, K-Kt sq; 13 Q-K sq, Kt-K5; 14 Q×Kt, P×Q; 15 B ch+ (Gunsberg); or (*a*) 10 B-K2, B×Kt ch; 11 P×B, Kt×P; 12 O-O, Kt×P; 13 B×BP dis ch, K-Kt sq; 14 B×Q, Kt×Q; 15 QR×Kt=.

(3) If 10 P-K5, Kt-K5.

(4) 10 B-K5, B-Kt2 (Pierce); 11 O-O, P-KR4; 12 Kt-B3, K-Kt3. (*B. C. M.*, 1882, p. 241.)

(5) Or 10 ..., B-Q3!. (E. F.)

(6) If 12 ..., K-Kt2; 13 P-R5 to transpose; for if 13 Kt-Kt5, Kt-Kt3!.

(7) 17 ..., Q-B sq (Kt-K sq! (C. E. R.)); 18 P-Q6, P×P; 19 B×P, KKt-Kt sq; 20 B×KKt ch, Kt×B; 21 B×R, (if) B×Kt; 22 P×B, Q×B; 23 KR-B sq, Kt-K2; 24 Q-K5, threatening R-Q7, &c. (*B. C. M.*, 1886, p. 375.)

(8) Or 10 ..., K-Kt sq; (if) 11 B×KtP, R-R2. (C. E. R.)

(9) Or 11 ..., Kt-Q2. (Potter.)

(10) 10 Q-Q2, B×B; 11 P×B, Kt×P; 12 Q-B4 ch, K-Kt2+.

(11) 11 B-Q3, Kt×B; 12 P×Kt, B×P; 13 O-O, K-Kt2+.

(12) 9 ..., Kt-K5; 10 B-Q3, P-B3; 11 O-O, K-Ksq; 12 Kt-Q2, B-KB4; 13 Q-K2, &c.

(13) If 10 B-Q3, B-K3; 11 Kt-B3, K-Kt2!; 12 Q-Q2, Kt×B; 13 Q×Kt, B-Kt5, and R-B sq+. (Pagan.) See *B. C. M.*, 1885, p. 340.

TABLE 116.—THE ALLGAIER GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, P-KKt4; **4** P-KR4, P-Kt5; **5** Kt-Kt5, P-KR3; **6** Kt×P, K×Kt.

	16	17	18	19	20
7	P-Q4 / P-B6 (1)		B-B4 ch (9) / P-Q4 !		
8	P×P / B-K2	B-KB4(dia. / P-Q4 (6)	B×P ch / K-Kt2		K-K sq
9	B-QB4ch (2) / P-Q4	Q-Q2 / P×KP (7)	P-Q4 / Q-B3 (10)	B×P / B×B (13)	P-Q4 / Kt-KB3 (16)
10	B×Pch (di.) / K-K sq (3)	B-K5 / Kt-KB3	Q-Q3 (11) / Kt-K2	Q×P ch / K-B2	Kt-B3 / B-Kt5
11	O-O (4) / P-Kt6	Q-B4 / B-Q3 (8)	Kt-B3 / QKt-B3	Q-R5 ch / K-K2 !	B×BP / Kt×B
12	P-KB4 / P-KR4	P×P / KP×P	P-K5 / Q-Kt3	Q-K5 ch / K-Q2	P×Kt / B×Kt ch
13	B×Kt (5) / B-KKt5	Kt-B3 / Kt-B3	B-K4 / B-B4	Q×R / Kt-KB3	P×B / Q×QP
14	Q-Q3 / R×B	O-O-O / Q-K2 +	B×P / R-Q sq (12)	P-K5 (14) / B×P	Q-K2 ch / K-B2
15	Q-Kt3 / K-B sq		B×B / Q×B	R-R2 / P-B6	O-O / K-Kt3
16	Q×QKtP / Q×P ch		Q×Q / Kt×Q	Q×Kt / Q×Q	B-K5 + (17)
17	K-Kt2 / B-K7 +		P-Q5 / Kt×Kt5 +	P×Q (15)	

(1) 9 ..., Q-K sq; 10 B-QB4 ch, K-K2; 11 QB×P, K-Q sq. (Potter.)

(2) If 9 B-K3, B×P ch; 10 K-Q2, P-Q3+; or 10 ..., P-Q4; 11 Kt-B3, QP×P; 12 B-B4 ch, K-Kt2; 13 P-B4, B-KB4, &c.

(3) If 10 ..., K-Kt2; 11 B-K3, B×P ch; 12 K-Q2, Kt-QB3 (12 ..., Kt-KB3, also feasible (C. E. R.)); 13 P-KB4, P-KR4; 14 P-B3, &c.

(4) 11 B-K3, B×P ch; 12 K-Q2, P-KR4 (or Kt-KB3 ! (C. E. R.)); 13 Kt-B3, P-B3 (Pierce, Gossip, &c.); 14 B-Kt3, B-Kt4; (if) 15 P-B4, B×P+; if 15 B×B, Q×B ch; 16 K-Q3, P-QKt3+. If 11 Q-Q3, B×P ch; 12 K-Q sq, Kt-QB3, &c.

(5) 13 Kt-KB3, B-QKt5; 14 Q-K2, Q×RP. (Wormald.) Dr. Schmid gives 13 P-B5, Kt-KB3; 14 Kt-B3, Kt-Kt5; 15 P-K5, B×RP; 16 P-B6, Kt-B7; (if) 17 P-B7 ch, K-B sq; 18 Q-B3 or Q2, B-Kt5.

(6) 8 ..., P-B7 ch; 9 K×P, P-Q4; 10 B-K2, Kt-KB3; 11 R-B sq, Kt×P ch; 12 K-Kt sq, and the position is that in Col. 13 after White's 10th move. If 8 ..., B-K2; 9 Q-Q2 (B-Kt3 loses time), P×P; 10 KB×P, B×P ch; 11 K-K2, P-Q3;

12 Kt-B3, B-B3; 13 QR-KB sq. If 8 ..., P-Q3; 9 Q-Q2, Kt-QB3 (or P-B3); 10 Kt-B3, B-Kt2; 11 B-K3, Kt-B3; 12 O-O-O. If 8 ..., Kt-KB3; 9 P×P.

(7) If 9 ..., B-K3; 10 B-K5, Kt-KB3; 11 Q-B4, P-B3; 12 Kt-Q2! to stop B-Kt5. If 9 ..., Kt-KB3; 10 B-K5, Kt×P; 11 Q-B4 ch, Kt-KB3; 12 Kt-B3, B-Kt5; 13 O-O-O. If 9 ..., B-Q3; 10 P-K5, Q-K2; 11 Kt-B3, B-Kt5; 12 O-O-O, &c.

(8) 11 ..., Kt-B3; 12 Kt-B3, Kt×P; 13 O-O-O, P-B4; 14 Kt×P; or 11 ..., B-K2 or Kt2; 12 Kt-B3, Kt-B3; 13 O-O-O, &c.

(9) Prince Ouroussoff's attack.

(10) 9 ..., Kt-KB3; 10 Kt-B3, P-B6 (if 10 ..., Kt-R4; 11 Kt-K2 (Pierce)); 11 P×P, B-Kt5; if 10 O-O, Kt×B; 11 P×Kt, Q×RP or B-Q3; if 10 QB×P, Kt×B; 11 P×Kt, B-Q3. Dr. Schmid gives also 9 ..., P-B6 (or B-Q3! (C. E. R.)); 10 P×P, P-Kt6! The *Praxis* gives the older play 9 ..., B-K2.

(11) 10 P-K5, Q-B4; 11 O-O, P-B6; 12 B×BP?. (Pierce.) Zukertort against Steinitz played 10 ..., Q-KKt3; 11 P-R5, Q-B4; 12 O-O, P-B6; 13 Kt-Q2 (B×KBP (Pierce)), Kt-K2; 14 B-K4, Q×RP; 15 Kt×P, QKt-B3 (15 ..., P×Kt gives Black a difficult game); 16 Kt-R2, Kt-Kt3, and ultimately won. If 10 Kt-QB3, B-Kt5.

(12) Or 14 ..., B×B!. (Schmid.)

(13) Simpler and better than P-B6 which runs thus: 9 ..., P-B6; 10 B×B (if 10 B×R, P×P; 11 R-Kt sq, Q×RP ch+), Q×B; 11 P×P, B-Q3 (Steinitz gives P-KR4 or Kt-KB3—P-Kt6 is inferior); 12 R-Kt sq, P-Kt6; 13 P-Q4, Q-R6; 14 Q-K2, Kt-QB3; 15 B-K3, KKt-K2; 16 Kt-B3, Kt-Kt3; 17 P-K5, B-Kt5; 18 O-O-O+.

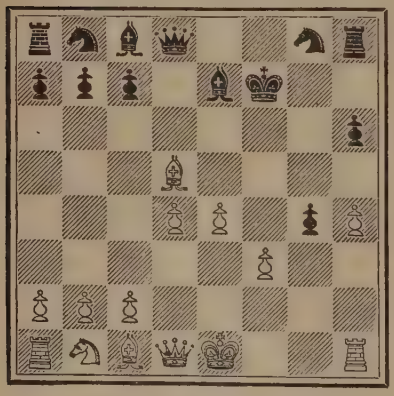
(14) Dr. Schmid suggests as rather less disadvantageous 14 P-QKt3, B×P; 15 B-Kt2 or R3.

(15) 17 ..., B-B4 (if B-Q3; 18 R×B); 18 P-Q4, B×P; 19 Kt-Q2, B-K4!; 20 Kt×P, B×Kt; 21 R-R3, &c.; if 19 ..., Kt-B3; 20 Kt×P, R-K sq ch; 21 K-Q2, &c.

(16) 9 ..., P-B6!; 10 P×P, B-K2, and position reverts to Col. 16. Black may vary by 10 ..., P-Kt6 (Schmid), or 10 ..., Q-B3 (*B. C. M.*, 1882, p. 238).

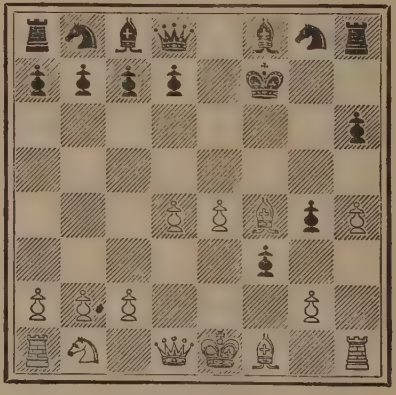
(17) If 16 ..., R-Kt sq; 17 Q-Q3 ch, K-R4; 18 R-B5 ch+. Black may, however, play 14 ..., K-Q sq.

(Col. 16.)



After White's 10th move.

(Col. 17.)

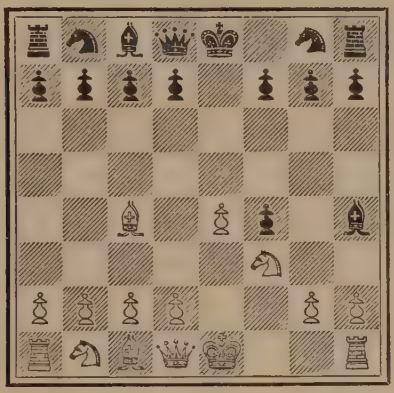


After White's 8th move.

SECTION VI

THE CUNNINGHAM GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, B-K2; **4** B-B4; B-R5 ch.



THE defence of the King's Gambit by 4 ..., B-K2 has at first sight an advantage over the usual play arising from 4 ..., P-KKt4, for it disturbs the attacking player's arrangement more than that of his adversary. But the student will soon discover that appearances are deceptive in this opening, and that White shortly obtains ample compensation for the damage done to his position. After Black's fourth move (B-R5 ch) the opening branches in two very different directions. By moving his King to Bishop's square, as in the Bishop's Gambit, the first player may secure a good development, recovering his Gambit Pawn without difficulty; or he may give up three Pawns and add considerably to the strength of his attack. The former is the correct play, the latter leads to the most animated game, and constitutes the Cunningham Gambit proper. It is not quite sound, although extremely troublesome to defend.

This opening has been little favoured by first-class players with the exception of Mr. Bird, to whose games we are indebted for several of our columns. It is the "Three Pawns' Gambit" of the early writers Bertin and Stamma. It has been ascribed to Cunningham the historian, but Mr. Wayte (*B. C. M.*, 1888, p. 129) has pointed out that this is an error, and that the credit of introducing it as a playable game should be given to another Scotchman, Alexander Cunningham, of Block, a scholar, critic, and Chess player, who lived at The Hague in the early part of the eighteenth century, and who was visited there by Chess players from all parts of Europe.

Table 117.—THE CUNNINGHAM GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, B-K2; **4** B-B4 (1), B-R5 ch. (Diagram, p. 193.)

	1	2	3	4	5
5	K-B sq				B-B3 (8)
	Kt-KR3	P-Q3	P-Q4		P-K5
6	P-Q4	P-Q4	B×P		B-K2
	Kt-Kt5 (2)	B-Kt5 (3)	Kt-KB3		P-Q4
7	Q-K2	QB×P (4)	Kt-B3		P-Q4
	Kt-B7	Q-B3	O-O	Kt×B	B-K2
8	Kt×B	B-K3	P-Q4	Kt×Kt	P-QB4 (9)
	Kt×R	Kt-K2	P-B3 (5)	O-O (6)	P-B3 —
9	Kt-KB3	QKt-Q2	B-Kt3	Kt×B (7)	Q-Kt3 —
	Kt-Kt6 ch	P-KR3	B-Kt5	Q×KKt	
10	P×Kt	P-KR3	QB×P	Kt×QBP?	
	P×P	B×Kt	Kt-R4	Kt-B3	
11	B-B4 or	Kt×B	Q-Q2	Kt×R	
	KKt5+	Kt-Q2	B×Kt	Kt-Q5	
12		K-Kt sq	P×B	Kt-B7	
		B-Kt6	K-R sq	P-B6+	
13		Q-Q2+	R-KKt sq+		

(1) 4 P-KR4 prevents the check, but with no advantage. See p. 153, Table 90, Cols. 3–5.

(2) Or 6 ..., O-O; 7 QB×P, Kt-Kt5; 8 Q-K2, &c.

(3) If 6 ..., Q-B3; 7 P-K5, P×P; 8 P×P, Q-K2; 9 QB×P, B-Kt5; 10 Kt-B3, P-QB3; 11 Kt-K4+.

(4) Or 7 Kt-B3!. (Wisker.) The column to move 12 is Steinitz *v.* Bird.

(5) 8 ..., Kt×B; 9 P×Kt (or Kt×Kt!), B-Kt4; 10 P-KR4, B-R3; 11 Q-Q3, P-KB4; 12 Q-B4, K-R sq; 13 Kt-K2+. (*Handbuch.*) The column is Wisker *v.* Bird.

(6) So played by Bird. (*Modern Chess*, p. 186.)

(7) 9 P-Q3, B-Kt5; 10 B×P, P-KB4; 11 Q-K2, P×P; 12 P×P, Kt-B3; 13 R-Q sq, Q-K sq; 14 P-KKt3, Kt-K4; 15 Kt×P, R×B; 16 Kt×Q, R×Kt ch; 17 K-Kt2, R×Kt; 18 Q-Kt5, QR-KB sq; 19 Q×Kt, R-B7 ch; 20 K-Kt sq, B-R6, and wins. (McDonnell *v.* Bird.) 9 P-Q4 transposes into Note 5.

(8) If 5 ..., B-Kt4; 6 P-Q4, P-Q3; 7 Kt×B, Q×Kt!; 8 Q-B3+.

(9) Wormald. The *Synopsis* gives 8 ..., P-KKt4; 9 P-KR4, to White's advantage.

Table 118.—THE CUNNINGHAM GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, B-K2; **4** B-B4 B-R5 ch; **5** P-KKt3, P×P; **6** O-O, P×P ch; **7** K×R sq.

	6	7	8	9	10
7	P-Q4		P-Q3	Kt-KR3	B-K2 ?
8	B×P (1)		B×P ch	P-Q4	B×P ch
	Kt-KB3		K×B	P-Q4 (8)	K×B
9	B×BP ch(2)	B-Kt3	Kt-K5 ch(5)	B×Kt	Kt-K5 dis ch
	K×B	Kt×P	K-K sq (6)	P×KB	K-K3 (9)
10	Kt×B	Q-K2	Q-R5 ch	Kt-K5	Q-Kt4 ch
	R-B sq	Q-K2	P-KKt3	P×B	K-Q3
11	P-Q4 (3)	B×P ch	Kt×P	Kt×KBP	Kt-B7 +
	K-Kt sq	K-B sq	P×Kt	Q-K2	—
12	B-Kt5 (4)	Q×P	Q×P ch	Kt×R	
	Kt×P	Kt-Kt6 ch	K-Q2	Q×P ch	
13	B×Q	K-Kt2	Q-B5 ch	K×P	
	R×R ch	Kt×R	K-B3	B-Kt5	
14	Q×R	Q×B	Q-Q5 ch (7)	Kt-B3	
	Kt-Kt6 ch	Q×Q		Q-K3	
15	K×P	Kt×Q		Q-Q2	
	Kt×Q ch	K×B +		B-Kt4	
16	K-Kt sq			Q-B2 +	
	Kt-K6 +				

(1) If 8 P×P, B-B3! (if B-R6; 9 Q-K2 ch); 9 Kt-K5, B×Kt; 10 R-K sq, Kt-K2; 11 R×B, O-O+.

(2) 9 Kt-B3, Kt×B; 10 Kt×Kt, B-Kt5; 11 Kt-K3. (Buckle.) If 9 Kt×B, Kt×B; 10 P×Kt, Q×Kt; 11 Q-K2 ch, K-Q sq; 12 Q×P, Q×Q ch; 13 K×Q, P-KB3+.

(3) If 11 P-Q3, K-Kt sq; 12 B-Kt5, P-KR3+. If 11 P-K5, Q-Q4 ch; 12 Kt-KB3, Kt-R4, &c.

(4) 12 Kt-QB3 also gives Black the freer game.

(5) If 9 Kt×B dis ch, Kt-KB3; 10 P-Q4, R-B sq; 11 B-Kt5, K-Kt sq; 12 Kt-QB3, P-KR3+.

(6) If 9 ..., K-K2; 10 Q-R5, P×Kt, and White draws.

(7) White draws by perpetual check.

(8) If 8 ..., O-O; 9 B×Kt, P×B; 10 Kt-K5+.

(9) If 9 ..., K-K sq (*Handbuch* and *Synopsis*); 10 Kt-B7 (C. E. R.).

Table 119.—THE CUNNINGHAM GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** Kt-KB3, B-K2; **4** B-B4, B-R5 ch; **5** P-KKt3, P×P; **6** O-O, P×P ch; **7** K-R sq, B-B3.

	11	12	13	14	15
8	P-K5	Kt-K5			
	P-Q4	B×Kt	Kt-KR3	P-Q4 ! (4)	
9	P×B	Q-R5	Q-R5	B×P !	
	Kt×P	Q-K2	Q-K2 (3)	B-K3 (5)	
10	B-Kt3	R×P	P-Q4	B×B	
	B-K3	Q-B4	B×Kt	P×B	
11	P-Q4 (1)	R-B8 dis ch !	B×Kt	Q-R5 ch	
	Kt-K5	K-K2	B×P	P-KKt3	
12	B-KB4	P-Q4	R×P	Q-B3	
	P-KB4	Q×P (2)	Q×P ch	Kt-Q2	Q-K2
13	QKt-Q2	B-Kt5 ch	R-B3 dis ch	P-Q4	P-Q4
	Q-K2	K-Q3 !	P-KKt3	Q-K2	B×Kt (6)
14	P-B4	Kt-Q2	B-B7 ch	Kt×Kt	P×B
	P-B3	Kt-KB3	K-K2	Q×Kt	Kt-QB3
15	P×P	B×Kt	Q-Kt5 ch +	P-K5	B-Kt5
	P×P	R×R		B-Kt2	Q-Kt2
16	R-B sq —	P-B3		Q×P	Kt-B3 !
	Kt-QB3 —	Q-B4		Q-Q4 ch	P-KR3 (7)
17		Kt-Kt3 +		Q×Q	Kt-Kt5
				P×Q	P×B
18				Kt-B3 —	Kt×BP ch
				P-B3 —	K-Q2 (8)

(1) If 11 P-Q3, P-KR3; 12 B-KB4, P-B4, &c.

(2) If 12 ..., Q×B; 13 Q-K8 ch, K-Q3; 14 Q×KB ch, K-B3; 15 Kt-R3, &c. If 12 ..., B×P; 13 Q-B7 ch, K-Q3; 14 P-Kt4, Q×P; 15 B-R3+; or 14 ..., Q-B3; 15 B-B4 ch, B-K4; 16 Kt-B3, and wins.

(3) Or 9 ..., O-O; 10 P-Q4, B×Kt; 11 B×Kt (or 11 P×B!), B×P; 12 R×P, R×R; 13 B×R ch, K-R sq; 14 B-Kt5, B-B3; 15 B-Kt6, Q-Kt sq; 16 B×P, and draws. If 9 ..., B×Kt; 10 R×P. If 9 ..., P-KKt3; 10 Q-B3.

(4) 8 ..., Q-K2; 9 P-Q4!, B×Kt (or P-Q3! (C. E. R.)); 10 B×P ch, K-Q sq; 11 P×B, Q×P; 12 Kt-B3, Kt-KB3; 13 B-KB4, Q-K2; 14 P-K5, Q×B; 15 P×Kt, P×P (P-KKt3!); 16 B-K5+.

(5) Or 9 ..., B×Kt!; 10 Q-R5, Q-Q3, &c.

(6) If 13 ..., Kt-B3; 14 Kt×Kt, P×Kt; 15 P-K5+. If 13 ..., Kt-QR3; 14 Kt-B6!, Q-Q2; 15 P-K5, B-Kt2; 16 Kt-K7, K×Kt; 17 Q-B7 ch, K-Q sq; 18 B-Kt5 ch, K-B sq; 19 Q-B8 ch+.

(7) If 16 ..., Kt×P; 17 Q-R3, &c.

(8) 19 Kt×R, Kt-R3!; 20 QR-Q sq ch, K-B sq, and the Knight is lost.

SECTION VII

THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4.

THE development of the King's Bishop on the third move, instead of the King's Knight (as in Secs. I. to VI.), varies the game in a remarkable manner. Black, in reply, has a check with his Queen at KR5, which, although not quite so effective as in the Salvio Gambit (Sec. II.), prevents White castling, and by keeping his King's Rook out of play stops many combinations available for the first player in Sec. I. The Queen may, however, be driven away with the loss of a time, and there is a weakened centre. Upon this double foundation White is enabled to establish an enduring attack abounding in critical and difficult positions. His Pawns and minor pieces occupy the centre of the board, and Black must be prepared to dispense with castling, and utilise his King for defensive purposes. The Gambit Pawn is usually defended, but cannot be maintained unless another Pawn is given for it. Hence the opening has been called the strongest of the Gambits. It has been a favourite with many great players, and both attack and defence have been elaborated with much care and ingenuity.

There are numerous lines of play for the defence. The oldest, 3 ..., P-QB3 and Kt-KB3 (Lopez, Salvio, Cozio, &c.), deal with the central attack (Cols. 1–5); to these has been recently added 3 ..., Kt-QB3 (Maurian), which is not altogether satisfactory in the light of an analysis by Professor Berger (Cols. 16–20). 3 ..., P-KB4 (Lopez, Gianuzio, and Salvio), to bring about similarity of position, leads to equality, but the play is difficult (Cols. 6–10). 3 ..., P-QKt4 (Bryan and Kieseritzky) is a risky counter gambit working out, by analysis, unfavourably for the second player (Cols. 13–15). 3 ..., P-KKt4 (Cols. 11–12) is insufficient against 4 P-KR4. 3 ..., Q-R5 ch is the usual play, combined with P-KKt4, and frequently preceded by P-Q4 (Cols. 21–40). The analysis of this variation has been carried far into the game, leaving the result undetermined. Taking into consideration the number of possibilities left open on both sides, the opening may be said to offer an even chance for both players. The alternative moves 3 B-K2 (Cols. 41–42) and B-Q3 (Cols. 44–45) are minor variations.

TABLE 120.—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4.

	1	2	3	4	5
3	P-QB3 (1)	Kt-KB3			
4	P-Q4 (2)	Kt-QB3			P-K5? (10)
	P-Q4	B-Kt5	P-B3 (7)	Kt-B3	P-Q4 (11)
5	P×P	P-K5	Q-B3	Kt-B3	B-Kt3
	P×P	P-Q4	P-Q4	B-Kt5	Kt-K5
6	B-Kt5 ch	B-Kt5 ch (3)	P×P	O-O	Kt-KB3
	Kt-QB3	P-B3 (4)	B-Q3	P-Q3	B-KKt5
7	B×P	P×Kt	P-Q3	P-Q3	O-O
	Q-Kt3	P×B	B-KKt5	Kt-K4	Kt-QB3
8	Q-K2 ch	Q-K2 ch	Q-B2	B-Kt3 —	B-R4
	B-K3	B-K3	O-O	Kt-Kt3 —	P-KKt4
9	P-B3	Q×P ch	B×P		B×Kt ch
	O-O-O	Kt-B3	P×P (8)		P×B
10	Kt-B3 —	Kt-B3 (5)	B×P		P-Q4
	Kt-B3 —	Q×P	Kt×B		P-QB4
11		Q×KtP	Kt×Kt		P-B3
		R-QB sq (6)	Q-R4 ch (9)		B-K2+

(1) If 3 ..., B-K2; 4 Q-R5.

(2) Or 4 Q-B3!.

(3) Schulten *v.* Morphy lost in seventeen moves by 6 P×Kt.

(4) 6 ..., KKt-Q2; 7 Kt×P, B-R4, &c.

(5) Or 10 P×P+. (C. E. R.) If 10 Q×KtP, Kt-Q5.

(6) 12 Kt×P, Q-B4; 13 Kt-B7 ch, R×Kt; 14 Q×R, Q-K5 ch; 15 K-Q sq, O-O; 16 P-Q3, Q-Kt3; 17 Q×P(B4)+. (Paulsen *v.* Kolisch.)

(7) If 4 ..., P-Q4; 5 Kt×P, B-Q3; 6 Kt×Kt ch, Q×Kt; 7 P-Q4, Q ch; 8 K-B sq+.

(8) 9 ..., B-Kt5; 10 P×P (or B-KKt5), R ch; 11 K-B sq, Kt×P; 12 B-KKt5, &c.

(9) 12 Kt-QB3, B-Kt5; 13 B-Q2, R-K sq ch; 14 K-B sq, Kt-B3; 15 Kt-B3, (if) B×KKt; 16 P×B; (if) 15 ..., QR-Q sq; 16 P-QR3+.

(10) 4 P-Q3 equalises by P-Q4; 5 P×P, Kt×P; 6 Q-K2 ch, B-K3; 7 B×Kt, Q×B; 8 B×P, B-QB4; 9 Kt-KB3, P-QB3; 10 Kt-B3, &c. If 4 Q-K2, B-B4, and castles shortly with an even game.

(11) Or 4 ..., Kt-K5; 5 Kt-KB3, P-Q4; 6 B-Kt3, Kt-Kt4; 7 P-Q4, Kt-K3. The column is Anderssen *v.* Morphy.

Table 121.—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4, P-KB4!.

	6	7	8	9	10
4	Q-K2 (1)	Kt-QB3	P-K5	P-Q3	P×P
	Q-R5 ch	Q-R5 ch (8)	P-Q4 (13)	Q-R5 ch	Q-R5 ch
5	K-Q sq !	K-B sq	P×P *en pas.*	K-B sq	K-B sq
	P×P !	P×P	B×P	P×P	P-B6
6	Q×P ch (2)	Kt×P	Kt-KB3	P×P	P-Q4
	B-K2 (3)	Kt-KB3 (9)	Q-B3	B-B4	P×P ch
7	B×Kt (4)	Kt-KB3	O-O	Q-B3	K×P
	R×B	Q-R3	Kt-B3	B×Kt	Kt-KB3
8	Kt-KB3	Q-K2 (10)	P-Q4	R×B	Q-K2 ch
	Q-R4 (5)	B-K2	P-KKt4	Kt-KR3	K-Q sq
9	R-K sq	P-Q4	R-K sq ch	Kt×B3	B-K3
	Kt-B3	P-Q4 (11)	KKt-K2	Kt-Kt5 +	Kt×B3
10	Kt-B3	Kt×Kt ch	Kt-B3		P-B3
	P-Q3	Q×Kt	B-Q2		P-Q4
11	P-Q3 (6)	B×QP	Kt-Q5		B-Kt3
	B-B4	P-B3	Q-Kt2 +		B-Q3
12	Q-QB4	B-Kt3			Kt-Q2
	O-O-O (7)	B-KKt5 (12)			R-Ksq + (14)

(1) If 4 B×Kt, Q-R5 ch.

(2) If 6 Kt-QB3, K-Q sq!; or 6 ..., P-B3; 7 Kt×P, K-Q sq; or 6 ..., B-K2; 7 B×Kt, R×B; 8 Kt-Q5, K-Q sq, &c.

(3) Or 6 ..., Kt-K2; 7 Kt-QB3, P-B3; 8 Kt-B3, Q-Kt5, &c.

(4) Or 7 P-Q4, Kt-KB3; 8 Q×BP, &c.

(5) 8 ..., Q-B3; 9 Kt-B3, P-B3; 10 P-Q4, P-Q4; 11 Q×BP=.

(6) If 11 Kt-Q5, B-B4; 12 Kt×KBP!, B×Q; 13 Kt×Q, B×Kt ch; 14 P×B, K-Q2, or O-O-O, &c.

(7) 13 Kt-Q5, B-B3; 14 Kt×KBP, Q-Kt5; 15 P-KR3, Q-Kt6; 16 R-K2, KR-K sq or Kt-K4=.

(8) If 4 ..., Kt-KB3; 5 P-K5, Kt-Kt5; 6 Kt-B3, P-Q3; 7 P-Q4, P×P; 8 P×P, Q×Q ch; 9 Kt×Q, Kt-QB3; 10 B×P, &c.

(9) If 6 ..., P-B3; 7 Kt-KB3, Q-R4; 8 Q-K sq, K-Q sq; 9 QKt-Kt5, P-Q4; 10 Q-K5, Kt-KB3, &c. (*Handbuch.*) If 6 ..., Kt-K2; 7 Q-K2, QKt-B3; 8 Kt-KB3, &c.

(10) Or 8 Q K sq!. (Salvioli.) The Queen's move also follows 7 ..., Q-R4.

(11) Or 9 ..., R-B sq!

(12) Continued 13 B-Q2, K-Q sq; 14 P-Q5, R-K sq; 15 B-B3, Q-B sq; 16 Q-Q2, B×Kt; 17 P×B, B-Q3; 18 P×P, Kt×P; 19 B×P. (Tschigorin *v.* Hellwig.)

(13) Or 4 ..., Q ch; 5 K-B sq, P-B6, &c.

(14) 13 Kt-B sq; B-B5; 14 Kt-B3, Q-Kt5 ch, &c. White's play is questionable. Mr. Wayte suggests 11 B-Q3 to defend Pawn, instead of 11 B-Kt3.

TABLE 122.—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4.

	11	12	13	14	15
3	P-KKt4		P-QKt4 (4)		
4	P-KR4	P-Kt5 (2)	B×KtP		B×BP ch
	P-KR3	P-Q4	P-QB3	Q-R5 ch	K×B
5	P-Q4	B-R3 (3)	B-B4 (5)	K-B sq	Q-R5 ch
	B-Kt2	Kt-QB3	P-Q4	B-Kt2 (7)	P-Kt3
6	P×P	P-Q3	P×P	Kt-QB3	Q-Q5 ch
	P×P	Q-Q3	Q-R5 ch	Kt-QB3 (8)	K-Kt2
7	R×R	Kt-KB3	K-B sq	P-Q4	Q×R
	B×R	KKt-K2	P-B6	Kt-B3	Kt-QB3
8	Q-R5	Kt-R4	P-Q4	P-Q5 (9)	Kt-QB3 (11)
	Q-B3	P-KKt3	P×KtP ch	Kt-K4	Q-R5 ch
9	P-K5	P-B6	K×P	Kt-B3	K-Q sq
	Q-Kt2	B×B	B-Q3	Kt×Kt	B-R3
10	Kt-KR3+ (1)	P×Kt	Kt-QB3 (6)	Q×Kt	P-R4
		K×P+	Kt-B3	Kt-R4	P-Kt5
11			Q-K2 ch	P-KKt4	Kt-Q5
			K-Q sq	P×P *en pas.*	B-Q3
12			Q-B2+	K-Kt2	P-Q4
				B-Q3 (10)	KKt-K2+

(1) Black may continue 10 ..., P-Q4 with a view to B×Kt.

(2) If 4 ..., P-KB3, White mates in 5 moves. If 4 ..., P×P or B-R3; 5 Q-R5+. If 4 ..., P-KR4; 5 Kt-KB3, P-Kt5; 6 Kt-Kt5. See Table 113, Col. 3.

(3) 5 ..., B-K2; 6 QB×P, B×P ch; 7 P-KKt3, B-K2; 8 P-B3, P-KR4; 9 Q-Kt3, R-R2; 10 R×P, R-Kt2; 11 R-R8+.

(4) Bryan and Kieseritzky. The column is Mr. Calthrop's variation.

(5) Or 5 B-K2. (Brien.)

(6) If 10 Kt-KB3, B-R6 ch+.

(7) 5 ..., P-KB4; 6 P-K5, B-Kt2; 7 Kt-KB3, Q-R4; 8 P-Q4, P-KKt4; 9 Kt-QB3, P-Kt5. (Forsyth *v.* Blackburne.)

(8) Or 6 ..., Kt-KB3.

(9) Or 8 Kt-B3 first, and then P-Q5, or perhaps P-K5.

(10) 13 P-K5, B×KP; 14 B×P ch, K×B; 15 Q-B5 ch, K-Q3; 16 Kt-K4 ch, K×P; 17 R-Q sq ch, and wins. If K-B3 by 18 Q-Q7 ch, and if K-B5 by 18 Q-B sq ch.

(11) If 8 P-Q4 similar play follows. If 8 Kt-KB3, B-B4; 9 P-Q4, Kt-B3; 10 P×B, Q-K2; 11 O-O, Q×BP ch; 12 K-R sq, B-R3+.

Table 123.—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4, Kt-QB3; **4** P-Q4 (1).

	16	17	18	19	20
4	P-KKt4	Q-R5 ch			
5	P-KR4 / B-Kt2	K-B sq / P-KKt4 (5)			
6	P×P / Q×P	Kt-QB3 / B-Kt2 (6)		Kt-KB3 / Q-R4	
7	Kt-K2 (2) / Q×P (3)	Kt-B3 / Q-R4		P-Q5 (8) / QKt-K2 (9)	P-KR4 / B-Kt2
8	R-Kt sq / Q×P	Kt-Q5 / K-Q sq	P-K5 / KKt-K2	P-Q6 / P×P	Kt-QB3 (11) / P-KR3 (12)
9	QKt-B3 / Q-K2	B-K2 ! / Q-Kt or R3	Kt-K4 / P-KR3	Q×P / Kt-QB3	P-K5 / KKt-K2
10	QB×P / B×P	Kt×KtP / Q×Kt	Q-K sq / K-Q sq	Q-Q5 / P-KR3	K-Kt sq / Q-Kt3
11	Kt-Q5 / Q-K5	B×P / Q-Kt3	P-B3 / R-K sq	Kt-K5 / Kt-KB3	B-Q3 / P-B4
12	Kt×P ch / K-Q sq	B×P ch / K-K sq	P-KR4 — / Kt-B4 —	Q×BP ch / Q×Q	P×P *en pas.* / Q×P
13	B-Q5 / Q-K2 (4)	B-KR5 / Q×KP (7)		B×Q ch / K-K2 (10)	Kt-K4 / Q-B sq (13)

(1) Or 4 Kt-KB3 !. If 4 Kt-QB3, Q ch; 5 K-B sq, B-B4; 6 Q-K2, Kt-Q5; 7 Kt-B3 !.

(2) Or 7 Kt-KB3. The column is worked out by V. Nielsen.

(3) If 7 ..., Q-K2; 8 QKt-B3, Kt-B3; 9 P-K5, &c.

(4) 14 Kt×R, B×R; 15 B×Kt, KtP×B; 16 Q-Q2, B-Kt3; 17 O-O-O, &c.

(5) 5 ..., P-QKt4; 6 B×KtP, R-Kt sq; 7 Kt-QB3, P-KKt4; 8 Kt-Q5 !, &c.

(6) If 6 ..., KKt-K2; 7 P-KKt3, P×P; 8 K-Kt2, P-Q4 !; 9 P×KtP, Q-Kt5; 10 B-K2 (Gattie); if 7 Kt-Kt5, K-Q sq; 8 KB×P, B-Kt2; 9 Kt-KB3, Q-R3; 10 P-Q5, Kt-K4. (E. F.) If 6 ..., P-Q3; 7 Kt-B3, &c.

(7) 14 Q-K sq, Q-K3. (Berger.) If 15 B-B4, K-Q sq; if 15 B-Kt4, P-B4.

(8) 7 B-K2, B-Kt2; 8 Kt-K5, Q-R3; 9 Kt×Kt, QP×Kt+; or 7 P-KR4, P-Kt5; 8 Kt-Kt sq, P-Q3; 9 P-B3, Kt-B3, &c.

(9) Or 7 ..., Kt-K4 (W. W.); 8 Q-Q4 !, Kt-Kt3 (C. E. R.).

(10) 14 Kt×Kt ch, QP×Kt; 15 B-Kt3, Kt×P, &c. Cols. 18–19 are by Zukertort.

(11) White might play 8 Q-Q3. (C. E. R.)

(12) 8 ..., Kt×P equalises after exchanges.

(13) 14 P×P, P×P; 15 R×R, B×R; 16 Kt (K4)×P, Kt×P; 17 P-B3, Kt-K3; 18 Kt×Kt, P×Kt; 19 Q-R4 ch=.

Table 124.—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4, Q-R5 ch.

	21	22	23	24	25
4	K-B sq				
	B-B4	P-Q3	Kt-KB3 (6)	P-KKt4	
5	P-Q4	Q-B3 (4)	Kt-KB3	Kt-KB3 (9)	
	B-Kt3	P-KKt4 (5)	Q-R4	Q-R4	
6	Kt-KB3	P-KKt3	Q-K sq !	P-Q4	P-KR4
	Q-R4 !	Q-Kt5	P-Q3 (7)	B-Kt2 (10)	P-KR3 (14)
7	P-K5 (1)	P-Q3	P-K5	Kt-B3 (11)	Kt-B3
	Kt-K2 (2)	B-R3	P×P	P-Q3	Kt-K2
8	QB×P	Q×Q	Kt×P	P-K5	B×P ch
	O-O	B×Q	B-K3	P×P	Q×B
9	Kt-B3	P-KR4	Kt×P	P-KR4	Kt-K5
	P-Q3	KtP×P	Q×Kt	B-K3 (12)	Q-B3
10	P×P	R×P+	B×B	B×B	Q-R5 ch+
	P×P		Q-K2	P×B	
11	B×QP		P-Q4 (8)	Kt×KtP	
	Kt-B4			Q×Q ch	
12	B-B4			Kt×Q	
	Kt-B3			K-K2	
13	Kt-K2			P×P	
	KKt×P (3)			B×P (13)	

(1) If 7 QB×P, P-Q3; 8 Kt-B3, B-Kt5. If 7 Kt-B3, P-Q3; 8 Kt-Q5, B-K3.
(2) 7 ..., P-Q3 is playable, but 7 ..., P-KB3 is inferior. (Schwede.)
(3) 14 QKt×Kt, Kt×Kt; 15 Kt×Kt, Q-QB4=. (Schwede.)
(4) Or 5 Kt-QB3!. Or 5 Kt-KB3, Q-R4; 6 P-KR4 or P-Q4.
(5) 5 ..., Kt-QB3; 6 P-KKt3, Q-B3; 7 Q×P, Kt-Q5; 8 B-Kt3, B-K3; 9 Kt-QB3, P-KR4; 10 P-Q3, P-R5; 11 Q×Q, Kt×Q; 12 K-Kt2, B×B+. (Mortimer *v.* Bird.)
(6) For 4 Kt-QB3, see Cols. 17–20. If 4 ..., Q-B3; 5 Kt-QB3, P-B3; 6 P-Q4, P-Q3; 7 Kt-B3, P-KKt4; 8 P-KR4, P-KR3; 9 P-K5+.
(7) If 6 ..., Kt QB3; 7 P-K5, Kt-Kt sq; 8 Kt-B3, P-KKt4; 9 Kt-Q5+.
(8) Or 11 P-QKt3 or B-B8+. If 11 ..., P-KKt4; 12 P-QKt3.
(9) 5 P-KKt3, P×P; 6 Q-B3, P ch; 7 K×P, Kt-KR3; 8 P-Q4, Kt-B3; 9 P-B3, B-K2, and holds the Pawn.
(10) If 6 ..., P-Q3; 7 P-KR4, B-R3; 8 Kt-B3, B-Kt5=.
(11) Another variation is 7 P-B3, P-KR3; 8 Q-Kt3. (*B. C. M.*, 1889, p. 171.)
(12) 9 ..., B-Kt5 or Kt-K2 may be played here. If 9 ..., P-KR3; 10 Kt×KP+. For 10 Kt-Q5 see Col. 26. If so played on move 9 Black's reply is P-K5.
(13) If 14 Kt-R3, QKt-B3, and White cannot win the Pawn.
(14) Or 6 ..., B-Kt2. See Table 126, Note 2.

TABLE 125—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4, Q-R5 ch; **4** K-B sq, P-KKt4; **5** Kt-QB3, B-Kt2.

	26	27	28	29	30
6	P-Q4			P-KKt3	
	P-Q3	Kt-K2		P×P	
7	Kt-B3 (1)	P-KKt3	Kt-B3	Q-B3	
	Q-R4	P×P	Q-R4	P-Kt7 ch	Kt-KB3 (8)
8	P-KR4	K-Kt2	P-KR4	K×P	P×P
	P-KR3	P-Kt5 !	P-KR3	Kt-KR3	Q-Kt5
9	P-K5	P×P	K-Kt sq	Kt-Q5	P-Q4
	P×P (2)	Q-B3	Q-Kt3 (5)	K-Q sq (6)	Q×Q ch
10	Kt-Q5	Q×P	P-K5	P-Q4	Kt×Q
	K-Q sq	P-Q4 (4)	P-Q3	B×P (7)	P-KR3
11	K-Kt sq	P-K5	Kt-QKt5	Q-Kt3	Kt-K5+
	Q-Kt3	B×Q	Kt-R3	Q×Q	
12	Kt×KP	P×Q	P-R5	P×Q	
	Q-B4	B×P	Q-B4	Kt-Kt5	
13	Q-R5	Kt×P	P×P	Kt-KB3	
	B×Kt	Kt×Kt	P-QB3	P-QB3	
14	P×B	B×Kt	Q-K2	Kt-Kt4	
	P-QB3	P-B3	Q-B3	P-QR4 ?	
15	B-Q2	B-B3	P×Kt+	Kt-Q3	
	P×Kt	B-B4		B-B3	
16	KB×P	P-B3 —		P-K5+	
	QKt-B3 (3)	Kt-Q2 —			

(1) Or 7 B-K2 (Jaenisch), see *Praxis*, p. 367, or *Chess Player's Chronicle*, 1852.
(2) If 9 ..., Q-Kt3; 10 Q-K2+. Anderssen recommended 9 P-KB3.
(3) 17 P×P, B K3; 18 B×B, P×B; 19 R-KB sq, Q×BP; 20 B×P, Q-B4 ch; 21 K-R2, Kt×P; 22 P-Kt6, Kt-KB3. (*A. S.*)
(4) If 10 ..., Q×P; 11 Kt-B3+.
(5) 9 ..., P-Kt5; 10 Kt-R2, P-B6 (*a*); 11 P×P, P×P; 12 Kt×P, P-Q3; 13 B-K2, B-Kt5; 14 K-B2, P-KB4, &c. (Suhle and Neumann.)
(*a*) If 10 ..., Q×P, 11 P-K5, Kt-Kt3; 12 Kt×P, Q-Q sq; 13 B-Q3+.
(6) If 9 ..., O-O; 10 P-Q3!, Kt-B3; 11 Q-Kt3, Q×Q ch; 12 P×Q+.
(7) If 10 ..., P-QB3; 11 Kt-B3, and if B×P or P-Q3 or P-Q4; 12 Q-Kt3+; if 11 ..., Q-Kt5 ch; 12 Q×Q, Kt×Q; 13 P-KR3, Kt-KR3; 14 B×P ch, P-B3; 15 B-R4+.
(8) If 7 ..., Q-B5; 8 Kt-Q5+. If 7 ..., P×P; 8 Q×P ch, K-Q sq; 9 P-Q4+. If 7 ..., P-Q4; 8 P×KtP, Q-Kt5; 9 Kt×P, Q×Q ch; 10 Kt×Q, P-Kt5; 11 Kt-Kt5, P-KR3; 12 Kt×KBP+. Cols. 29 and 30 are due to Mr. Fraser.

TABLE 126.—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4, P-Q4; **4** B×P (1), Q-R5 ch; **5** K-B sq, P-K Kt4; **6** Kt-Q B3 (2), B-Kt2; **7** P-Q4, Kt-K2; **8** Kt-B3, Q-R4; **9** P-KR4, P-KR3.

	31	32	33	34	35
10	K-Kt sq		P-K5 (7)		Q-Q3 (12)
	P-Kt5 (3)		O-O (8)		P-QB3
11	Kt-K5	Kt-K sq	K-Kt sq	B-K4 (10)	B-Kt3
	B×Kt	P-B6 (5)	P-Kt5	P-QB4	B-Kt5
12	P×B	P×P!	Kt-K sq	Kt-K2	Kt-K2
	Kt-Kt3	P×P	R-Q sq	QKt-B3	Kt-Q2 (13)
13	Kt-K2	K-B2	Kt-Q3 (9)	K-Kt sq	P-B4+
	P-B6	QKt-B3	Kt×B	Kt×QP	
14	Kt-B4	P-K5	Kt×Kt	P×P (11)	
	Q×KP	B-B4!	R×Kt	Kt×KKt ch	
15	Kt×Kt	KB×P(B6)	Kt×P	B×Kt	
	P×Kt	Q-Kt3	Q×KP	Q×P	
16	B-K3	KR-Kt sq	Kt×R	QB×P —	
	(4)	Q-R2 (6)	Q×Kt+	—	

(1) If 4 P×P?, Q-R5 ch; 6 K-B sq, B-Q3 followed by Kt-K2.

(2) Or 6 Kt-KB3, Q-R4; 7 P-KR4, B-Kt2; 8 Kt-B3, P-KR3; 9 P-Q4, Kt-K2, &c. Gossip gives 8 K-B2!, but his analysis is incomplete; the *Handbuch* differs.

(3) If 10 .... Q-Kt3 (Rosenthal); 11 B-B4 to follow with B-Q3 or K2.

(4) 16 ..., Kt-B3; 17 Q-Q2, R-B sq; 18 R-KB sq, B-K3!+. (Salvioli.) If 16 ..., P-B3; 17 B-Q4, Q-Kt6; 18 Q-Q2, Q×P ch=.

(5) 11 ..., QKt-B3; 12 Kt-Kt5, O-O!; 13 P-B3 (*Handbuch*); if 13 Kt×BP, P-B6 (*C.M.*); 14 B-K3, R-Kt sq, &c.

(6) 17 B-K3, O-O-O; 18 B×Kt, Kt×B; 19 Q-B3, KR-Kt sq; 20 Kt-K2 or QR-Q sq. (*B. C. M.*, 1891, p. 546.)

(7) Mortimer *v.* Steinitz. Steinitz, who gives the continuation, notes that the advance of this Pawn should be delayed as long as possible.

(8) If 10 ..., QKt-B3; 11 B×Kt ch, Kt takes B; (if) 12 Kt-Q5, O-O; 13 Kt×QBP, R-Kt sq (*Handbuch*); Salvioli gives 13 ..., R-Q sq.

(9) 13 B-K4, B×P; 14 Kt-K2, B×P ch; 15 K-B sq. (Blake.)

(10) Berger's variation. If 11 B-Q2 or B-QB4, R-Q sq. If 11 Q-K sq, QKt-B3; 12 B×Kt, Kt×B; 13 Kt-K2, B-Kt5.

(11) Mr. Wayte proposes here 14 Kt (B3)×Kt, P×Kt; 15 P×P, Q×P; 16 QB×P, &c.

(12) Wisker *v.* Rosenthal; recommended by Mr. Potter. If 10 Kt-K5 (Wisker), Q×Q ch; 11 Kt×Q, B×Kt; 12 P×B, R-Kt sq; 13 P×P, P×P; 14 Kt-B3, P-QB3 and Kt-Kt3+.

(13) If 12 ..., Kt-R3; 13 P-B3, &c. Black's aim is to castle on Queen's side.

TABLE 127.—THE KING'S BISHOP'S GAMBIT

1 P-K4, P-K4; **2** P-KB4, P×P; **3** B-B4, P-Q4; **4** B×P.

	36	37	38	39	40
4	Q-R5 ch				Kt-KB3
	K-B sq				Q-K2 (6)
5	P-KKt4	B-Q3		Kt-KB3 ?	Kt×B
	Kt-QR3	P-Q4	Kt-KB3	Kt-KB3 (4)	P×Kt disch
6	Kt-K2 ? (1)	Kt-K2	Q-R4	Q-R4	B-K2
	Kt-B3	Kt-QB3	Q-K2	Kt-B3	Q-B3
7	Q-R4	P-KB3	P-KB3	P-QB3	B-R5 ch
	P-KR4	Q-K2	P-Q4	B-Kt3 (5)	P-KKt3
8	P-KR3 (2)	P-B3	Kt-K2	B-KKt5	P×P
	B×P ch	B-Kt3	Kt-B3	P-Q4	P×P
9	Q×B	B-KKt5	P-B3	P-KKt4	B-Kt4
	Kt-K5	Q-B2	B-Kt3	P-K5+	Kt-B3 —
10	Q-B3	Q×Q ch	B-KKt5		—
	Q-R5 ch	K×Q	P-KR3		
11	K-Q sq	QKt-Q2	Kt-Kt3		
	Kt-B7 ch	Kt-B3 —	K-Kt sq		
12	K-Q2	O-O-O —	B×Kt		
	Kt×R		Q×B		
13	Q×KKt		Q×Q		
	P×P+		P×Q		
14			(3)		

(1) Or 6 ..., Kt-QB3. (*Handbuch.*) For 6 ..., B-Kt2!, see p. 204.

(2) If 5 ..., P-QB3; 6 B-Kt3, P-Kt5; 7 Kt-KKt5+.

(3) 14 ..., Kt-R5; 15 K-B2, P-KKt4; 16 B-Q2, Kt-Q2; 17 QR-Q sq, O-O-O=.

(4) To stop 6 ..., Kt-Kt5.

(5) Lipschütz *v.* Pope. Mr. Ranken prefers 8 B-B4.

(6) 5 Kt-QB3, B-QKt5; 6 KKt-K2, B×Kt; 7 KtP×B (if 7 Kt×B, B-Kt5), Kt×B; 8 P×Kt, Q×P+. (J. Russell.)

Table 128.—THE KING'S BISHOP'S GAMBIT (LIMITED)

1 P-K4, P-K4; **2** P-KB4, P×P.

	41	42	43	44	45
3	B-K2 (1)			B-Q3 (7)	
	Q-R5 ch	P-KB4 (4)		Q-R5 ch	
4	K-B sq	P×P	P-K5	K-B sq	
	Q-B3 (2)	Kt×KB3	P-Q3	B-B4	
5	Kt-QB3	B-R5 ch	P×P (6)	Q-K2	Q-B3
	P-B3	P-KKt3	Q-R5 ch	B×Kt (8)	B×Kt
6	P-Q4	P×P	K-B sq	K×B	K×B
	P-Q3	Q-K2 ch	B×P	Kt-QB3	Q-K8 ch
7	Kt-B3	K-B sq	P-Q4	P-B3	Q-B sq
	P-KKt4	(5)	Kt-K2	Kt-K4	Q×Q
8	P-KR4		Kt-KB3	B-B2	B×Q
	P-KR3		Q-B3	P-Q3	P-Q3+
9	P-K5		P-B4	P-Q4	
	Q-Kt2		P-B3	B-Kt5	
10	P×KtP		P-B5	Q-B2	
	P×P		B-B2	Q×Q	
11	R×R		Kt-B3	K×Q	
	Q×R		B-K3+	Kt-Kt3	
12	Kt-K4			P-KR4	
	(3)			P-KR4+	

(1) This move discounts both Q-R5 ch and P-KKt4. See p. 201, Cols. 17–19.

(2) If 4 ..., P-Q3; 5 Kt-QB3, B-K3; 6 P-Q4, Q-B3; 7 Kt-B3, P-KKt4; 8 P-KR4, P-KR3; 9 P-K5+. Or 4 ..., Q-K2; 5 Kt-QB3, Kt-KB3 (P-QB3!); 6 P-Q3, P-KKt4; 7 P-KR4! (7 Kt-B3, P-KR3; 8 P-KR4?, Kt-KR4+), B-R3; 8 P×P, B×P; 9 Kt-B3, R-Kt sq; 10 Kt×B, R×Kt; 11 B×P, R-Kt3; 12 P-K5+. (Cunningham *v.* Charlton.)

(3) If 12 ..., P×P; 13 P×P, B-K2; 14 Kt-Q6 ch, B×Kt; 15 Q×B, Q-Kt2; 16 B-Q2, Kt-Q2; 17 B-B3+. If 12 .. , P-Kt5; 13 Kt-Kt sq, P-B6; 14 P×BP, P×KP; 15 P×KP, Q×P; 16 B-Q3, P×P; 17 Kt×P, B-R6 ch; 18 K-B2, B ch; 19 Kt×B, Q×Kt ch, &c. White has a little better development in exchange for his Pawn.

(4) If 3 ..., P-Q4; 4 P×P, Q×P; 5 B-B3; or 4 ..., Q-R5 ch; 5 K-B sq, B-Q3, &c.

(5) Given by Mr. Pollock to White's advantage. (*B. C. M.*, 1888, p. 372.)

(6) Bird *v.* Weiss played 5 Kt-KB3, P×P; 6 Kt×P, Q ch, &c.; the *Handbuch* prefers 5 P-Q4, but continues to Black's advantage. The column is Bird *v.* Zukertort.

(7) Mr. Forsyth's variation. If 3 ..., B-B4; 4 Kt-KB3, P-Q3 or P-KKt4; White may now play 5 P-QKt4, &c. If 3 ..., Kt-QB3; 4 P-B3. If 3 ..., B-K2; 4 Kt-KB3, B ch; 5 K-B sq, P-Q3; 6 P-B3.

(8) 9 ..., Kt-QB3; 6 Kt-KB3, Q-R4; 7 P-B3, P-Q3, &c.

SECTION VIII

THE KING'S GAMBIT DECLINED

1 P-K4, P-K4; **2** P-KB4, { P-Q4, P-Q3, Kt-KB3, B-B4, &c.

Early writers recommend Chess players to take the Gambit Pawn and try to keep it. Modern players frequently act on the principle that it is good policy to evade an opening for which your antagonist shows a predilection. The usual course in declining the King's Gambit is to play 2 ..., P-Q4 or 2 ..., B-B4. The former leads to an open game somewhat in White's favour. But Black may play Falkbeer's Counter Gambit 2 ..., P-Q4; 3 P × P, P-K5, and so turn the tables on his opponent (Cols. 3–5). This can be avoided by 3 Kt-KB3 (Col. 6). The defence 2 ..., B-B4 (Cols. 10–15) leads to a game unlike any other variation of the opening. It most resembles the King's Knight's Opening, and from this point of view is rather in Black's favour, for White cannot castle without losing time in exchanging or otherwise disposing of Black's King's Bishop. He may sacrifice a Pawn for this purpose by Mr. Thorold's variation (Col. 14, Note 10), but the attack is insufficient compensation.

Nevertheless, although thus put under restraint, the first player is able, in time, to acquire a good game by correct play. He may, however, easily drift into a difficult and dangerous position. The other variations 2 ..., P-Q3 and 2 ..., Kt-KB3 are not so advantageous for the defending player.

It is obvious that a fair knowledge of the Gambit Declined is essential to every lover of the King's Gambit.

TABLE 129.—THE KING'S GAMBIT DECLINED

1 P-K4, P-K4; **2** P-KB4, P-Q4 (1).

	1	2	3	4	5
3	P×QP				
	Q×P	P×P	P-K5		
4	Kt-QB3	B-Kt5 ch (5)	B-Kt5 ch	Kt-QB3	P-Q3 ! (10)
	Q-K3 (2)	B-Q2	P-B3	Kt-KB3	Q×P (11)
5	Kt-B3 (3)	Q-K2 ch	P×P	Q-K2	Kt-QB3
	P-K5 (4)	Q-K2	Kt×P! (6)	B-Q3 !	B-QKt5
6	Kt-K5	Kt-QB3	B×Kt ch	P-Q3 (9)	B-Q2 (12)
	Kt-KR3	Kt-KB3	P×B	O-O	B×Kt
7	B-B4	B×B ch	P-Q4 (7)	P×P	B×B
	Q-K2	QKt×B	B-R3	Kt×P	P-KB3
8	B-Kt3	P-Q4 —	Kt-QB3	Kt×Kt	Q-K2 +
	P-KB3	O-O-O —	B-Kt5	R-K sq	
9	Kt-B4		KKtK2	Q-B3	
	B-K3		Kt-B3	P-KB4 +	
10	Q-K2 —		O-O		
	—		O-O (8)		

(1) If 2 ..., Q-R5 ch; 3 P-KKt3, Q-K5; 4 P×P, Q×P; 5 B-Kt2, P-Q4; 6 P-Q4, Q-K3; 7 P-K5+.

(2) I prefer 4 ..., Q-QR4. (C. E. R.)

(3) 5 P×P, Q×P ch; 6 B-K2, B-Q3; 7 Kt-B3, Q-K2; 8 P-Q4, B-K3; 9 O-O+.

(4) 5 ..., P×P dis ch; 6 K-B2 (threatening B ch and R-K sq), B-K2 (*a*); 7 P-Q4, Kt-KB3; 8 B ch, P-B3; 9 R-K sq, Q-Q3; 10 B-QB4 or Q3, O-O, &c.

(*a*) 6 ..., B-Q2; 7 P-Q4, B-Q3; 8 B-Q3, Kt-K2; 9 Kt-K4, P-KB3; 10 R-K sq, Q-B2; 11 Kt×B ch, P×Kt; 12 QB×P, &c.

(5) 4 Kt-KB3 transposes into the King's Gambit, Col. 6, or into Note 3 above.

(6) 5 ..., P×P; 6 B-R4? (B-B4!), Q-Q5; 7 P-B3, Q-Q3; 8 Kt-K2, B-Kt5; 9 O-O, Q-Q6; 10 R-K sq, B ch; 11 K-B sq?; mate in two moves. If 11 K-R sq, B-B6; 12 P-KR3, Kt-B3; 13 B-B2, B×P ch; 14 K×B, Q-B6 ch; 15 K-R2, P-KR4, and wins.

(7) 7 Q-K2, Kt-B3; 8 Kt-QB3, B-KB4; 9 Kt-B3, B-K2; 10 Kt-KR4, B-KKt5; 11 Q-K3, O-O, &c. White may play P-Q4 before B×Kt ch.

(8) 11 P-QR3, B×QKt; 12 P×B, P-B4= (or 11 R-K sq, Kt-Q4; 12 P-QR3, QB×Kt); 13 Q×B, Kt×Kt; 14 Q-B4!, Kt-Kt4; 15 Q×B, Kt×QP!. (*B. C. M.*, 1891, p. 507.)

(9) If 6 Kt×P, O-O; 7 Kt×Kt ch, Q×Kt; 8 P-Q3, B-Q2; 9 Q-B2, B-QKt5 ch, &c. P-Q3 may also be played on the fifth move.

(10) If 4 B-B4, Kt-KB3; 5 P-Q3, B-KKt5; 6 Kt-K2, &c.

(11) Or 4 ..., Kt-KB3!.

(12) If 6 Q-Q2, Q-K3; 7 P×P, B×Kt; 8 Q×B, Q×P ch; 9 K-B2, Kt-KB3; 10 B-Q3 (B-Kt5 ch, P-B3; 11 Kt-B3, O-O; 12 R-K sq, P×B!), Q-B3; 11 Q×Q, Kt×Q; 12 Kt-B3=.

TABLE 130.—THE KING'S GAMBIT DECLINED

1 P-K4, P-K4; **2** P-KB4.

	6	7	8	9	10
2					
	P-Q4	P-Q3	Kt-KB3		B-B4
3	Kt-KB3 (1)	Kt-KB3	P×P (4)		Kt-KB3 (8)
	P×KP	B-Kt5	Kt×P		Kt-QB3 (9)
4	Kt×P	B-B4	Kt-KB3		Kt×P (10)
	B-K3 (2)	Kt-QB3	P-Q4	Kt-Kt4	Kt×Kt
5	P-Q4 (3)	P-B3	P-Q3	P-B3	P-Q4
	P×P *en pas.*	B×Kt	Kt-B4	P-Q4	B×P
6	B×P —	Q×B	P-Q4	P×P *e.p.* (7)	Q×B
	B-QB4 —	Kt-B3	Kt-K5 (5)	B×P	Q-R5 ch
7		P-Q3	P-B4	P-Q4	Q×B2
		Kt-QR4	P-QB3 (6)	Q-K2 ch	Q×Q ch
8		B-Kt5 ch	Q-Kt3	K-B2	K×Q
		P-B3	P-QKt3	Kt-K5 ch	Kt-Kt5 ch
9		B-R4	QKt-B3	K-Kt sq	K-B3+
		P-QKt4	B-K3	O-O	
10		B-B2	B-K3+	B-Q3	
		B-K2		P-KB4	
11		P-Q4+		P-B4	
				P-B4!	

(1) This evades the Falkbeer Counter Gambit. (Cols. 3–5.)

(2) If 4 ..., B-QB4; 5 Q-R5. If 4 ..., Kt-QB3; 5 B-Kt5, Kt-B3; 6 P-Q4, P×P *en pas.*; 7 Kt×Kt, P×Kt; 8 B×P ch, B-Q2; 9 B×R, Q×B; 10 Q×P, Q×P; 11 Q-K2 ch, Q×Q ch; 12 K×Q, B-QB4; 13 B-K3!, B-Kt4 ch; 14 P-B4, B×P ch; 15 K-Q2, Kt-K5 ch; 16 K-B2, (if) B×B; 17 R-K sq, &c.

Anderssen *v.* Schallopp runs: 4 ..., B-Q3; 5 B-B4, B×Kt; 6 P×B, Q-Q5?; 7 Q-K2, Q×KP; 8 P-Q4, Q×QP; 9 Kt-B3, Kt-KB3!; 10 B-K3, Q-Q sq; 11 O-O, P-KR3; 12 B-B5, QKt-Q2; 13 Q×P ch, and wins.

(3) If 5 Kt-QB3, P-KB4; 6 Q ch, P-KKt3; 7 Kt×P, B-B2; 8 Q×BP, B×Kt; 9 Q-K5 ch, Q-K2; 10 Q×R, Kt-KB3+.

(4) If 3 Kt-QB3, P-Q4. See Vienna Opening, p. 215.

(5) 6 ..., Kt-K3; 7 B-Q3, B-K2; 8 O-O, P-QB4; 9 P-B3, &c.

(6) Or 7 ..., B-QKt5 ch. (C. E. R.)

(7) Or 5 or 6 P-Q4!. This column is Steinitz *v.* Barbour. Black won.

(8) If 3 P×P, Q ch. If 3 Q-B3, Kt-QB3; 4 P×P, Kt-Q5. (C. E. R.)

(9) If 3 ..., P-Q4; 4 Kt×P.

(10) 4 P-QKt4 leads to an inferior variation of the Evans Gambit. The *Handbuch* gives 4 P×P, Kt×P; 5 Kt×Kt, Q-R5 ch, &c.

Table 131.—THE KING'S GAMBIT DECLINED

1 P-K4, P-K4; **2** P-KB4, B-B4!.

	11	12	13	14	15
3	Kt-KB3				
	P-Q3				
4	B-B4			P-B3 (10)	
	Kt-KB3 (1)		Kt-QB3	Kt-KB3	B-KKt5
5	P-B3 (2)	P-Q3	P-B3 (7)	P-Q4 (11)	B-B4 (13)
	Q-K2! (3)	O-O	Kt-B3	P×QP	Kt-QB3
6	Q-K2	Kt-B3 (4)	P-Q4	P×P	P-Kt4? (14)
	P-B3	P-QR3 (5)	P×QP	B-Kt3 (12)	B-Kt3
7	P-Q3	P-B5	P×P	B-Q3 —	P-QR4
	P-QKt4	P-QKt4	B-Kt3 (8)	O-O —	P-QR3
8	B-Kt3	B-Kt3 —	O-O —		P-Q3
	KKt-Q2	B-Kt2 (6) —	O-O (9) —		Kt-B3
9	P-B5 —				P-R3
	B-Kt2 —				B×Kt (15)

(1) If 4 ..., B-KKt5; 5 P×P, P×P; 6 B×P ch, &c.+.

(2) If 5 P×P, P×P; 6 Kt×P, Q-Q5, &c. For 5 Kt-B3, Kt-B3; 6 P-Q3, see Vienna Opening, Col. 1.

(3) If 5 ..., Kt-B3; 6 P×P. The column is from *A. S.*

(4) If 6 P-B5, P-Q4; 7 P×P, P-K5+. If 6 Q-K2, P-Q4; 7 B-Kt3, P×BP; (if) 8 P-K5, B-KKt5! (Potter); if 7 P×QP, P×P!.

(5) 6 ..., B-KKt5; 7 Kt-QR4? (P-KR3!), Kt-B3; 8 Kt×B, P×Kt; 9 P-B3, P×P; 10 B×P, Kt-KR4; (if) 11 Q-Q2, B×Kt; 12 P×B, Q ch+; or 11 B-K3, Kt-K4, &c.

(6) White may follow with B-Kt5, or Q-K2 and B-K3, or P-KR3 and P-Kt4, but "Black's game is all right." (Potter.)

(7) 5 Kt-Kt5, Kt-R3; 6 Q-R5, O-O; 7 P-B5, P-Q4; 8 B×P, B×P; 9 Kt×BP, Kt×Kt; 10 Q×B, Kt-Q5; 11 Q×KP, Kt×P ch; 12 K-Q sq, B-Q5+. (*Handbuch.*)

(8) If 7 ..., B-Kt5 ch; 8 B-Q2, Kt×KP; 9 B×B, Kt×B; 10 B×P ch, K×B; 11 Q-Kt3 ch, B-K3; 12 Q×Kt, B-Q4=. (C. E. R.)

(9) If 9 Kt-B3, B-Kt5; 10 B-K3, R-K sq; 11 Q-Q3, Kt-Kt5!.

(10) Or 4 P-Q4, P×P; 5 B-Q3 (Thorold); if 5 Kt×P, Kt-KB3+. Or 4 P-QKt4 may be tried. (C. E. R.)

(11) If 5 P×P, P×P; 6 Kt×P, Q-K2; 7 P-Q4, B-Q3+. (Potter.)

(12) Or 6 ..., B ch; 7 Kt-B3, O-O; 8 P-K5!. (Potter.)

(13) If 5 P-Q4, B×Kt, and B-Kt3. If 5 B-K2, Kt-QB3+.

(14) Or 6 P-Q3 and 7 Q-K2. (Lipschütz.)

(15) 10 Q×B, P×P; 11 B×P, Kt-K4; 12 B×Kt, P×B; 13 Kt-Q2, O-O+.

BOOK IV

MISCELLANEOUS GAMBITS

INCLUDING THE QUEEN'S KNIGHT'S GAME

THE group of openings presented in Book IV. includes some of the most popular *débuts* in modern practice. Among these the Vienna, or Queen's Knight's Game, takes the first place. After 1 P-K4, P-K4; 2 Kt-QB3 the first player may adopt safely sundry developments treated in our previous pages as of questionable soundness; or he may allow his opponent to commence the attack and play a defensive game with a move in hand; or he may transpose into the Giuoco Piano, or King's Bishop's Opening. A prominent continuation is the Steinitz Gambit (Sec. II.) 2 ..., Kt-QB3; 3 P-B4, P×P; 4 P-Q4, Q-R5 ch, &c. It is an example of one of the most advanced ideas of the time, viz. that the King is a strong piece, and, as such, may risk attack in the middle of the board in order to guard the centre Pawns or secure a favourable position for the end-game. The chances are, however, rather in Black's favour (1) by the loss of time in moving White's King, (2) by the swifter character of the counter attack, (3) by the facility of exchanging pieces and so drawing the game, (4) by the possibility of winning by a counter Gambit. The opening may also be turned into a variation of the King's Gambit, given in Table No. 90.

The Centre Gambit (Sec. III.) is an old and simple form of the game. White risks nothing, nor need he play for any special attack. His object is to ensure a good development, and a clear board for the mid-game. He may, however, transpose into the Scotch Gambit or offer the Danish Gambit. The former we have already treated. The latter (Sec. IV.) is an adaptation of the Cunningham or Three Pawns' Gambit to the Queen's side of the board. The sacrifice of the Pawns in this variation leads to a strong diagonal attack on Black's King not unlike that obtainable by the first player in the Evans Gambit.

The From Gambit (Sec. V.) 1 P-KB4, P-K4; 2 P×P, P-Q3, &c., offers a Pawn for a strong counter attack. In our columns we assume the Pawn to be taken, but White may play 2 P-K4, transposing into the King's Gambit, or 2 P-Q3, as given by the *Handbuch*. Also after 2 P×P, P-Q3, instead of capturing the second Pawn he may play 3 Kt-KB3, and transpose into a variation of the King's Gambit Declined by the continuation 3 ..., P×P; 4 P-K4, B-QB4; 5 B-B4, Kt-QB3, &c. Another variation of the same idea, but brought about by the first

player, is the Blackmar Gambit, 1 P-Q4, P-Q4; 2 P-K4, P × P; 3 P-KB3, &c. (Sec. VI.). The object, as in From's Gambit, is to gain time and freedom of movement for a forward game with the minor pieces.

The Centre Counter Gambit (Sec. VII.), 1 P-K4, P-Q4, is played to prevent an elaborate attack on the King's side. Black gives up a move in addition to his first. It is, by transposition, an inferior form of the French Defence. Nevertheless, Mr. Potter considers it a playable opening between strong players. This, he says, is a "fighting defence, and one far removed from drawish tendencies."

The Queen's Gambit (Sec. VIII.), 1 P-Q4, P-Q4; 2 P-QB4, P × P, dates from the earliest writers. Stamma, a native of Aleppo and a contemporary of Philidor, brought it for a time into high favour. There is no risk in it, and the development is not rapid, although quick enough to yield White a fair game with an open centre. "Should you," writes Walker, "erroneously cling to the acquired Pawn and think to keep the spoil, you will find this opening has paths to destruction as brilliant as the Muzio itself." The best course is to decline the Gambit, which leads us to another group of openings dealt with in Book V. under the heading of The Close Game.

In this group the Queen's Gambit Declined (1 P-Q4, P-Q4; 2 P-QB4, P-K3, &c.) is treated in Book V. as a variation of the Queen's Pawn Game. It is in fact the main line of play, the accepted form of the Gambit being very rarely adopted by modern players.

SUMMARY OF THE SECTIONS INTO WHICH BOOK IV. IS DIVIDED

SECTION I. *The Vienna Opening.*

1 P-K4, P-K4; 2 Kt-QB3, &c.

The Fyfe Gambit.

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-Q4, &c.

The Pierce Gambit.

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-KB4, P×P; 4 Kt-KB3, P-KKt4; 5 P-Q4, &c.

The Hamppe-Allgaier Gambit.

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-KB4, P×P; 4 P-KR4, P-Kt5; 5 Kt-Kt5, &c.

„ II. *The Steinitz Gambit.*

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-B4, P×P; 4 P-Q4, &c.

„ III. *The Centre Gambit.*

1 P-K4, P-K4; 2 P-Q4, &c.

„ IV. *The Danish Gambit.*

1 P-K4, P-K4; 2 P-Q4, P×P; 3 P-QB3, P×P; 4 B-QB4, &c.

„ V. *The From Gambit.*

1 P-KB4, P-K4; 2 P×P, P-Q3; 3 P×P, B×P, &c.

„ VI. *The Blackmar Gambit.*

1 P-Q4, P-Q4; 2 P-K4, P×P; 3 P-KB3, P×P; 4 Kt×P, &c.

„ VII. *The Centre Counter Gambit.*

1 P-K4, P-Q4; 2 P×P, Q×P, &c.

„ VIII. *The Queen's Gambit.*

1 P-Q4, P-Q4; 2 P-QB4, P×P, &c.

SECTION I

THE VIENNA OPENING

1 P-K4, P-K4; 2 Kt-QB3.

This opening was first brought into practical use for Tourney purposes at the Vienna Chess Congress in 1873. It was adopted and analysed by Herr Hamppe, an Austrian player, and is sometimes called by his name. It was previously called the Queen's Knight's Opening, and it was thought by Jaenisch and other authorities to throw away the attack and the advantage of the first move. Further acquaintance has shown that it is one of the strongest modes of commencing the game.

The main idea in bringing out the Q Kt at this early stage is, as in the modern method of treating the Sicilian Defence, to protect the K Pawn, and to prevent the opponent advancing P-Q4. But the Knight at QB3 has other uses. It may often be advantageously planted at Q5, commanding Black's Q B Pawn, with a serviceable retreat to K3; and in some variations by being played to QR4 it enables the first player to get rid of the adverse K Bishop, and so prepare the way for White's advance with Q Pawn, or KB Pawn.

The usual defences are 2 ..., Kt-QB3, Kt-KB3, or B-B4, but Black may also play 2 B-Kt5, P-KKt3, or P-Q3. The three last named are very rarely played, and yield only an inferior game. After the three first mentioned White generally continues with 3 P-KB4, when, if Black has played 2 ..., Kt-QB3, he preferably accepts the Gambit, and the attack proceeds with either 4 P-Q4 (the Steinitz Gambit) or 4 Kt-B3, leading to the Hamppe-Allgaier and other varieties of the King's Gambit If, however, Black has played 2 ..., B-B4 or Kt-KB3, he must not take the proffered Pawn, but move 3 ..., P-Q4 in the latter case, and in the former 3 ..., P-Q3, which transforms the game into a sort of King's Gambit Declined.

Instead of offering the Gambit White may play 3 B-B4 (Bardeleben's variation) or 3 Kt-B3, resolving into the KKt opening, or 3 P-KKt3, followed by B-Kt2, as favoured by Herr Paulsen.

Table 132.—THE VIENNA OPENING

1 P-K4, P-K4; 2 Kt-QB3, B-B4 (1).

	1	2	3	4	5
3	P-B4				Kt-B3 (9)
	P-Q3 !			B × Kt	P-Q3 (10)
4	Kt-B3			R × B	Kt-QR4 (11)
	Kt-KB3 (2)			Kt-QB3	Kt-Q2 (12)
5	B-B4 (3)			P × P (8)	Kt × B
	Kt-B3 (dia.)	P-B3 (7)		Kt × P	Kt × Kt
6	P-Q3 (4)	P-Q3	P × P	P-Q4	P-Q4
	B-KKt5 (5)	Q-K2	P × P	Kt-Kt3	P × P
7	Kt-QR4 (6)	Q-K2	Q-K2	Q-B3 !	Q × P
	B-Kt3	B-KKt5	QKt-Q2	P-Q3	Kt-K3
8	Kt × B	B-K3	P-Q3	B-K3 +	Q-K3
	RP × Kt	QKt-Q2	P-QKt4		Kt-B3
9	B-Kt5 —	O-O-O —	B-Kt3 —		B-Q3 —
	—	O-O-O —	P-QR4 —		O-O —

(1) If 2 ..., B-Kt5 ; 3 P-B4 or 3 Kt-Q5. Black may also play 2 ..., B-K2, to stop the continuation 3 P-B4. If 2 ..., P-KB4 ; 3 P × P, and White plays the King's Gambit Defence with a move gained.

(2) If 4 ..., B-KKt5 (*a*) ; 5 P-KR3 (or B-K2 (*Handbuch*)), B × Kt ; 6 Q × B, (if) QKt-B3 ; 7 B-Kt5, otherwise B-B4, and Kt-K2 early as possible. (Steinitz.) If 5 Kt-QR4, Kt-Q2 !.

(*a*) 4 ..., P-QR3 ; 5 B-B4 (or 5 P × P, as in Note 3), Kt-QB3 ; 6 P-Q3, B-KKt5 (or 6 ..., Kt-R4) ; 7 P-KR3, B × Kt ; 8 Q × B, Kt-Q5 (dia.) ; 9 Q-Kt3, Kt × P ch ? ; 10 K-Q sq, Kt × R ; 11 P × P, P × P ; 12 R-B sq, Kt-B3 ; 13 Q × KtP, K-Q2 ; 14 R × Kt, B-Q3 ; 15 B-KKt5, Q-K sq ; 16 Kt-Q5, R-KKt sq ; 17 R × P ch, K-B sq ; 18 R × P ch, &c. (Tschigorin *v.* Martinez.)

(3) If 5 P × P, P × P ; 6 Kt × P, Q-Q5 (or B-Q5 !) ; 7 Kt-Q3, B-Kt3, &c. 5 P-Q4 leaves a weak King's Pawn.

Or 5 P-Q3, Kt-B3 ; 6 Kt-QR4, B-Kt3 ; 7 B-K2, B-Kt5 ; 8 Kt × B, RP × Kt ; 9 P-B3, Q-K2 ; 10 O-O, O-O ; 11 Kt × P. (Van Vliet *v.* Lee.)

(4) Or 6 P-QR3.

(5) If 6 ..., B-K3 ; 7 B-Kt5. If 6 ..., Kt-KKt5 ; 7 Q-K2 (if R-B sq, Kt × P), B-B7 ch ; 8 K-Q sq, B-Kt3 ; 9 R-B sq, O-O ; 10 P-KR3 +. Other variations are 6 ..., P-QR3 ; 6 ..., Kt-QR4 ; and 6 ..., P-KR3.

(6) Or 7 B-QKt5 or P-KR3. Compare with Table 131, Col. 12, Note 5.

(7) 5 ..., O-O ; 6 P-Q3, P-B3 ; 7 P×P (*a*), P×P ; 8 Kt-K2, Q-K2 (Zukertort *v.* Judd) ; or 6 ..., P-QR3 ; 7 P-B5, P-QKt4 ; 8 B-Kt3, B-Kt2. (Potter.)

(*a*) If 7 Q-K2, P-QKt4 is practicable, followed by QKt-Q2, P-QR4, B-R3, and R-K sq.

(8) If 5 B-B4 or Kt5, Q ch ; 6 P-KKt3, Q×RP ; 7 K-B sq, P-Q3+.

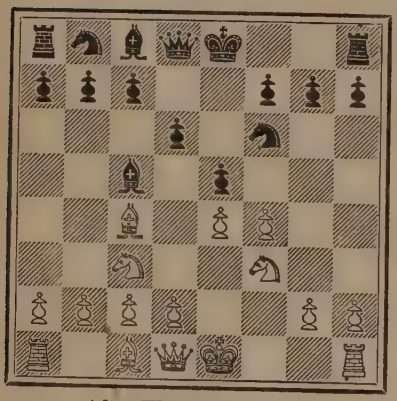
(9) If 3 Kt-R4, B×P ch, or B-K2. (W. W.) See *B. C. M.*, 1889, p. 439, for illustration. If 3 P-QKt4, B×P ; 4 Kt-Q5, B-B4 ; 5 Q-Kt4, P-KKt3+.

(10) If 3 ..., Kt-QB3 ; 4 Kt×P+. This column is Paulsen *v.* Anderssen.

(11) Or 4 B-B4, transposing into the Giuoco Piano.

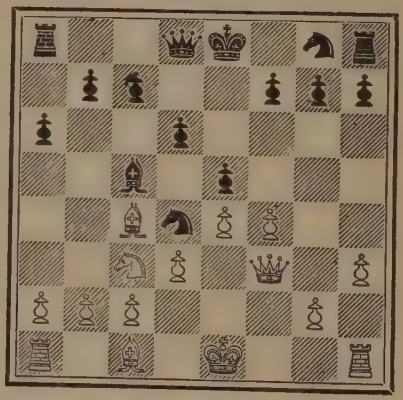
(12) Or 4 ..., B-Kt3 ; 5 Kt×B, RP×Kt ; 6 P-Q4, &c.

(Col. 1.)



After White's 5th move.

(Note 2*a*.)



After Black's 8th move.

TABLE 133.—THE VIENNA OPENING

1 P-K4, P-K4; **2** Kt-QB3, Kt-KB3; **3** P-B4 (1), P-Q4 (2).

	6	7	8	9	10
4	P×KP (3)		P-Q3		
	Kt×P (dia.)		P×BP	B-QKt5 (12)	
5	Q-B3 (4)	Kt-B3	P-K5 (10)	P×KP	
	Kt×Kt (5)	B-QKt5 (9)	P-Q5!	Kt×P	P-Q5 (14)
6	KtP×Kt (6)	B-K2	P×Kt (11)	P×Kt	P-QR3 (15)
	Q-R5 ch (7)	O-O	P×Kt	Q-R5 ch	B-R4
7	P-Kt3	O-O	Q-K2 ch	K-K2	P×Kt
	Q-K5 ch	Kt-QB3+	B-K3	B×Kt	P×Kt
8	Q×Q		P×KtP	P×B	P-QKt4
	P×Q		KB×P	B-Kt5 ch	B-Kt3
9	B-KKt2		P-QKt3	Kt-B3	P×P+
	Kt-B3		O-O	P×P	
10	P-Q4		B×P	Q-Q4	
	P×P *en pas.* (8)		R-K sq+	B-R4 (dia.) (13)	

(1) For 3 B-B4, see p. 140, Col. 3; for 3 Kt-B3, see p. 26. If 3 P-QR3, Kt-B3; 4 Kt-B3, P-Q4; 5 P×P, Kt×P; 6 Kt×P, KKt×Kt!; 7 Kt×Kt, Kt×Q; 8 Kt×Q, Kt×BP; 9 Kt×BP, Kt×R; 10 Kt×R, B-KB4; 11 B-B4 (*a*), (*b*), B-Q3; 12 P-KKt3, O-O-O; 13 B-Q5, R-K sq ch (this also follows 13 Kt-B7); 14 K-B sq, B-R6 ch; 15 B-Kt2, R-B sq ch; 16 K-Kt sq, B×B; 17 K×B, Kt-B7+. (C. E. R.)

(*a*) 11 P-KKt3, O-O-O; 12 P-Q3!, R-K sq ch; 13 K-Q2, B-B4; 14 Kt-B7, P-KR3+.

(*b*) 11 P-Q3, B-Q3; 12 P-KKt3, Kt×P; 13 P×Kt, B×P ch; 14 K-Q sq, K-K2 or B sq, and wins with the Pawns.

(2) If 3 ..., P×P; 4 P-K5+. If 3 ..., P-Q3; 4 Kt-B3 (or 4 P-Q4), B-Kt5; 5 P-KR3, &c. If 3 ..., Kt-B3; 4 P×P, QKt×P; 5 P-Q4, &c.

(3) If 4 P×QP, Black may equalise by 4 ..., Kt×P; 5 Kt×Kt (if 5 Q-R5, Kt×P), Q×Kt, &c.; or he may play 4 ..., P-K5 (see King's Gambit Declined). Mason against Gossip played 4 ..., P×P; 5 B-Kt5 ch, B-Q2; 6 Q-K2 ch, B-K2; 7 Kt-B3, O-O; 8 O-O, R-K sq!. (*B. C. M.*, 1890, p. 384.)

(4) 5 Q-K2, Kt-QB3; 6 Kt-B3, Kt×Kt (or 6 ..., B-KB4); 7 KtP×Kt, B-K2; 8 P-Q4, O-O; 9 Q-B2, P-KB3+; if 5 ..., Q ch; 6 P-KKt3, Kt×KtP; 7 Q-B2+.

(5) If 5 ..., P-KB4; 6 Kt-R3! (threatening Kt-B4 and Q-R5 ch), P-B3; 7 Kt-B4, P-KKt3; 8 P-Q3, (if) Kt-Kt4; 9 Q-Kt3, &c. (W. W.)

Or 6 ..., Kt-QB3!; 7 B-Kt5, Q-R5 ch; 8 K-B sq, B-B4+.

If 5 ..., Kt-QB3; 6 B-Kt5 (if 6 Kt×Kt, Kt-Q5; or 6 ..., Kt×P; 7 Q-Kt3, Q-K2, &c.), Kt×Kt; 7 KtP×Kt, P-QR3 (*c*); 8 B×Kt ch, P×B; 9 Kt-K2, B-K2; 10 O-O, O-O; 11 Kt-Q4 (Tschigorin *v.* Gunsberg), or 11 P-Q4! (C. E. R.).

(c) A game Baird *v.* Burn runs: 7 ..., B-K2; 8 P-Q4, B-K3; 9 Kt-K2, Q-Q2; 10 O-O, P-B3; 11 P×P, B×P; 12 B-R3, O-O-O; 13 Q-Q3, B-B2; 14 QR-Kt sq, B-Kt3; 15 B-R6!, Kt-R4; 16 B×P ch, Kt×B; 17 Q-R6, P-B3; 18 B-Q6, &c. Baird won.

(6) Or 6 QP×Kt may be played; 6 ..., B-K2; 7 B-KB4, B-K3; 8 O-O-O. (Paulsen *v.* Mason.)

(7) 6 ..., B-K2; 7 P-Q4, O-O; 8 B-Q3, P-KB4!; 9 Kt-R3, P-B3; 10 O-O (Blackburne *v.* Bell); if 8 ..., B-Kt4; 9 B×B, Q×B; 10 Q×QP, Q-K6 ch; 11 Kt-K2, B-Kt5; 12 Q-K4+. (C. E. R.)

(8) 11 B×Kt ch, P×B; 12 P×P, B-R3 (Delmar *v.* Mason); or 12 ..., B-KB4 (C. E. R.).

(9) 5 ..., B-K2; 6 P-Q4, P-QB4; 7 B-Q3, Kt-QB3; 8 Kt×Kt, P×Kt; 9 B×P, Kt×QP; 10 B-K3 (British Chess Club *v.* Liverpool); or 10 Kt×Kt (Mason).

(10) 5 P×P, Kt×P; 6 Kt×Kt, Q×Kt; 7 B×P, B-Q3; 8 Q-Q2, O-O+. (Blackburne *v.* Burn.)

(11) 6 QKt-K2, Kt-Kt5; 7 B×P, Kt-QB3; 8 Kt-B3, Q-Q4, with a fine game.

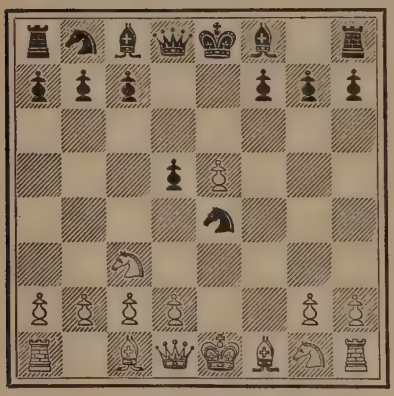
(12) 4 ..., P-Q5 is inferior. If 4 ..., P×KP; 5 BP×P, Kt-Kt5; 6 Kt×P (if 6 P-Q4, P-K6, as in the Philidor Defence), Kt×KP (if 6 ..., Kt-QB3; 7 P-B3); 7 P-Q4, Kt-Kt3; 8 Kt-KB3, B-K2 (if 8 ..., Q-K2; 9 K-B2 (C. E. R.)); 9 B-QB4 or Q3, &c.

(13) If 11 K-K3!, B×Kt; 12 P×B, Q-K8 ch; 13 K-B4, Q-R5 ch, and draws; if 12 B-Kt5 ch, P-QB3; 13 P×B, P×B; 14 Q×KP, Q×Q; 15 K×Q, Kt-B3, &c. The *Handbuch* gives 15 ..., O-O; to which Gossip replies 16 R-Q sq!.

(14) If 5 ..., Kt-Kt5; 6 B-Q2 or P-Q4+.

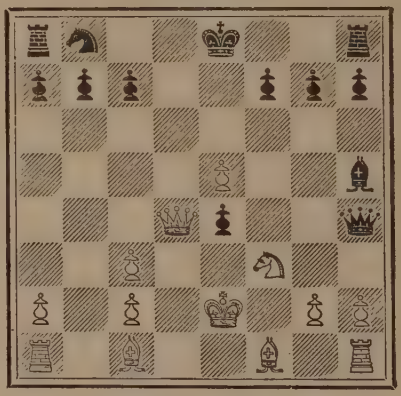
(15) Mr. Ranken's suggestion. If 6 P×Kt, P×Kt; 7 P-QKt3, Q×P=.

(Col. 6.)



After Black's 4th move.

(Col. 9.)



After Black's 10th move.

Table 134.—THE VIENNA OPENING

1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3.

	11	12	13	14	15
3	P-KKt3 (1)	B-B4	P-Q4 (10)		
	B-B4 (2)	Kt-B3 (5)	Kt×P	P×P	
4	B-Kt2	P-QR3 (6)	P-B4	Kt-Q5	Kt-Kt5
	P-QR3 (3)	B-B4 (7)	B-Kt5 (11)	Kt-B3	B-B4 (17)
5	P-Q3 (4)	P-Q3	Kt-B3	B-KB4	B-KB4
	P-Q3	P-Q3 (8)	B×Ktch(12)	P-Q3 (16)	P-Q3
6	Kt-B3	B-KKt5	P×B	B-QKt5	Kt-K2
	Kt-B3	B-K3	Kt×Kt ch	P-QR3	P-QR3
7	B-K3	Kt-Q5	Q×Kt	B-R4	QKt×P(Q4)
	B×B	B×Kt (9)	P×P	P-QKt4	Kt×Kt
8	P×B —	P×B	B×P (13)	B-QKt3	Kt×Kt
	—	Kt-QKt sq	P-Q3	B-K2	Q-K2
9		Q-B3	Q-Kt3 (14)	P-KB3	P-KB3
		QKt-Q2	Kt-B3+	Kt-KR4	P-B4+
10		Kt-K2 —	(15)	Kt-K2 —	
				—	

(1) A favourite continuation with L. Paulsen.

(2) Or 3 ..., Kt-B3; 4 B-Kt2, B-B4; 5 P-Q3, P-QR3; 6 P-B4, P-Q3; 7 P-B5, &c. (Paulsen and Bier *v.* Schwartz and Schottländer.)

If 3 ..., P-B4; 4 B-Kt2, P-QR3! is given by Gossip.

(3) 4 ..., P-Q3; 5 KKt-K2, P-B4; 6 P-Q3, Kt-B3; 7 O-O, O-O; 8 Kt-R4, B-Kt3; 9 Kt×B, RP×Kt; 10 P-KB4, &c. (Pitschel *v.* Schwartz.)

(4) If 5 KKt-K2, Kt-B3; 6 P-KR3 to stop Kt-KKt5.

(5) If 3 ..., B-B4; 4 Q-Kt4. This column is Bardeleben's variation.

(6) If 4 P-Q3, Kt-QR4.

(7) 4 ..., Kt×P; 5 B×P ch, K×B; 6 Kt×Kt, P-Q4; 7 Kt-Kt3, B-QB4; 8 P-Q3, R-B sq; 9 B-K3=.

(8) If 5 ..., P-KR3; 6 Kt-B3, P-Q3; 7 Kt-QR4.

(9) If 7 ..., P-KR3; 8 B×Kt, P×B; 9 P-QB3!; if 9 Q-R5, Kt-Q5. (C. E. R.)

(10) The Fyfe Gambit originated by Mr. Fyfe of Glasgow.

(11) Or 4 ..., Kt-QB3. (Forsyth.)

(12) If 5 ..., Kt-QB3; 6 P-B5, which also follows 5 ..., Kt×Kt ch; 6 Q×Kt, P-Q3.

(13) If 8 B-QB4, Q-K2; 9 QB×P, Kt-B3; 10 P-K5, P-Q4; 11 B-Kt3, P-B3+. (C. E. R.) If 11 B×P, B-Kt5; 12 Q-Q3, O-O-O.

(14) Or 9 B-B4. (Forsyth.)

(15) If 10 B-Q3 or P-K5, Kt-R4; if 10 Q×P, R-KKt sq; 11 Q-R6, R-Kt3; 12 Q-R4, Kt×P+. (C. E. R.) After 10 B-K2, Kt×P; 11 Q×P, Q-B3, &c.

(16) If 5 ..., Kt×Kt; 6 P×Kt, Q-K2 ch; 7 K-Q2!, Q-Kt5 ch; 8 K-Bsq!; if 6 ..., B-Kt5 ch; 7 B-Q2, Q-K2 ch; 8 Q-K2!, B×B ch; 9 K×B, Q×Q ch; 10 B×Q, Kt-Kt5; 11 B-B3 or B4=. (C. E. R.)

(17) 5 ..., Kt-KB3 and B ch also turn out in Black's favour.

TABLE 135.—THE VIENNA OPENING

1 P-K4, P-K4; **2** Kt-QB3, Kt-QB3; **3** P-KB4, P×P.

	16	17	18	19	20
4	Kt-Q5 (1)		Kt-B3 (7)		
	Kt-B3	Q-R5 ch (5)	B-K2	B-B4 (11)	P-KKt4
5	Kt-KB3 (2)	K-K2	B-B4 (8)	P-Q4? (12)	B-B4
	B-B4!	Kt-Q5 ch (6)	B-R5 ch	Kt×P	P-Kt5
6	P-Q3 (3)	K-Q3	P-Kt3 (9)	Kt×Kt	O-O
	Kt×Kt	Kt-K3	P×P	Q-R5 ch	P×Kt
7	P×Kt	Kt-KB3	O-O	K-K2	Q×P (15)
	Kt-Q5	Q-R4	P×P ch	P-Q4	Kt-K4
8	B×P (4)	P-B4	K-R sq	Q-Q3! (13)	Q×P
	Q-B3+	P-QB3	P-Q3 (10)	B-Kt5 ch	Q-B3
9		Kt-B3 —	B×P ch —	Kt-B3	Q-Kt3
		—	K-B sq —	O-O-O (14)	Q-Kt2+

(1) Suggested, independently of each other, by Mr. G. B. Fraser of Dundee and Mr. J. G. Cunningham of London: analysed by Mr. Fraser.

(2) If 5 P-Q4, Kt×Kt; 6 P×Kt, Q-R5 ch; 7 K-K2, Q-R4 ch+. If 5 B-B4 (Fraser), B-B4; 6 Kt-B3, Kt×P; and if 7 P-Q4, Kt×P; or if 7 Q-K2, O-O+ (C. E. R.). 5 Q-B3 and 5 Kt×Kt ch are also inferior.

(3) If 6 P-Q4, QKt×P; 7 KKt×Kt, Kt×Kt; 8 P×Kt, Q-R5 ch; 9 K-K2, P-B6 ch; 10 K-K3, P×P; 11 B×P, Q-Kt4 ch; 12 K-B2, Q-B3 ch, and wins. If 6 Kt×Kt ch, Q×Kt; 7 P-K5, Kt×P; 8 Q-K2, O-O+. (C. E. R.)

(4) If 8 Kt×Kt, Q-R5 ch, &c.; and if 8 P-B3, Q-K2 ch. (C. E. R.)

(5) This column and note contain Mr. Fraser's analysis.

(6) 5 ..., B-B4; 6 Kt-KB3, Q-B7 ch; 7 K-Q3, Kt-K4 ch; 8 K-B3, Kt×Kt; 9 Q×Kt, Q-Q5 ch; 10 K-Kt3+.

(7) If 4 P-KR4, B-K2; 5 Kt-B3, P-Q3; 6 P-Q4 (if 6 B-B4, Kt-K4, &c.) B-Kt5; 7 B-B4 (or 7 B×P!), B×P ch+. If 4 B-B4, Q ch; 5 K-B sq, B-B4; 6 Q-K2, Kt-Q5; 7 Kt-B3!. 5 ..., P-KKt4 and 4 ..., Kt-B3 lead into the Bishop's Gambit, Cols. 17 and 4 respectively.

(8) Or 5 P-Q4, P-KKt4 (if B checks, K-K2+); 6 P-Q5 or B-QB4. (C. E. R.)

(9) Or 6 K-B sq, P-Q3; 7 P-Q4, B-Kt5; 8 QB×P, Kt-B3; 9 Q-Q2+. (C. E. R.) See the Cunningham Gambit.

(10) If 8 ..., B-B3; 9 P-K5, P-Q3; 10 P×B, Kt×P=.

(11) A line of play suggested by Mr. Adamson of London.

(12) 5 B-B4, Kt-Q5; 6 P-Q3, P-KKt4; 7 P-KR4+. (C. E. R.)

(13) P×P, Kt×P, Kt-B3, and K-Q3 are all inferior.

(14) 10 P-K5, P-KKt4 (if 10 ..., Kt-B3; 11 B×P); 11 B-Q2+.

(15) If 7 P-Q4, Kt×P (or B-Kt2!); 8 Q×Kt? (if 8 QB×P, Kt-K3; 9 Q×P, Q-B3), Q-Kt4; 9 R-B2, B-B4; 10 QB×P, Q×P ch; 11 R×Q, B×Q ch; 12 R-B2, P-Q3+. (Nash.) The column is by Mr. J. Russell of Glasgow.

Table 136.—THE PIERCE GAMBIT

1 P-K4, P-K4; **2** Kt-QB3, Kt-QB3; **3** P-B4, P×P; **4** Kt-B3, P-KKt4.

	21	22	23	24	25
5	P-Q4 (1)				
	B-Kt2		P-Q3	P-Kt5	
6	P-Q5 !		P-Q5	B-B4 (*b*)	
	Kt-K4 (dia.)		Kt-K4 (6)	P×Kt	
7	Kt-Q4 (2)	P-KR4 !	B-Kt5 ch	O-O (9)	
	P-Q3	P-KR3	B-Q2 (7)	P-Q3	P-Q4 (13)
8	B-Kt5 ch	P-KKt3	B×B ch	Q×P	P×P (dia.)
	B-Q2	P×KtP	K×B !	B-K3	B-KKt5
9	P-KR4 (3)	P×P	P-KKt3	B×B (10)	R-K sq ch
	B×B (4)	P×P	P-KR4 !	P×B	KKt-K2
10	QKt-B	R×R	P×P	Q-R5 ch (11)	Kt-K4
	P-QR3	B×R	Kt×Kt ch	K-Q2	B-Kt2
11	Kt-QB3 ?	Kt×P	Q×Kt	P-Q5	P×P
	P-R3 +	B-B3 (5)	P-Kt5 (8)	Kt-Q5 (12)	B-R6 (14)
12	Kt-B5				

(1) The Pierce Gambit. See Messrs. Pierce's book so called, also *B. C. M.*, for numerous articles and notes by Messrs. W. T. Pierce and C. E. Ranken.

(2) 7 P-Q6, Kt×Kt ch; 8 Q×Kt, P×P; 9 P-KR4, P-KR3; 10 B-B4 (Paulsen *v.* Englisch), Kt-B3 ! (Gossip); if 9 Kt-Kt5, B-K4; 10 Q-QR3, P-Q4, &c. (C. E. R.)

(3) 9 Kt-B5, B-KB3; 10 P-KR4, P-KR3; 11 P×P, P×P (*a*); 12 R×R, B×R; 13 Q-R5, Q-B3 (13 ..., B-B3 ! (C. E. R.)); 14 P-KKt3, P×P ! (Pierce *v.* Hart).

(*a*) 11 ..., B×P; 12 B×B ch, Q×B; 13 P-KKt3, Kt-Kt3; 14 P×P, Kt×P; 15 Q-Kt4, Kt-Kt3; 16 Kt-Kt7 ch, K-Q sq; 17 B×B ch, &c. (Pierce.)

(4) Or 9 ..., P-QB3, followed by P-KR3. (C. E. R.)

(5) 12 Q-R5, B×Kt; 13 Q-R8, Kt-B6 ch (or 13 ..., K-B sq ! (Pierce *v.* Hart)); 14 K-K2, Kt-Kt8 ch; 15 K-Q3, K-B sq; 16 B×B, Q×B; 17 B-Kt2, &c.

Or 11 ..., P-Q3; 12 B-Kt5 + !, &c. +.

(6) 6 ..., P-Kt5 ?; 7 P×Kt, P×Kt; 8 Q×BP, P×P; 9 B-QB4 (Pierce), Q-B3 or B-K3 = (C. E. R.).

(7) If 7 ..., P-B3; 8 P×P, P×P; 9 Kt×Kt, P×B; 10 Q-Q5 +. (C. E. R.)

(8) Or 12 Q-Q3 !, Q-R5 ch; 13 K-K2, P-QR3, &c. Or 12 Q-B2, Q-K2; 13 Q-Q4, Q-R5 +; 14 K-Q, &c.

(*b*) 6 P-Q5, P×Kt; 7 QB×P, Q-B3 !; 8 Q×P, Kt-K4; 9 B×Kt, Q×B; 10 P-Q6, P-QB3; 11 B-B4, B×P +.

(9) If 7 QB×P, P-Q3; 8 Q×P (if 8 O-O, B-Kt5), Kt×P; 9 Q-B2!, Kt-K3; 10 O-O, Q-B3+. (C. E. R.) If 7 Q×P, Q-R5 ch; 8 P-Kt3, Kt×P. (Pierce.)

(10) If 9 B-Kt5, P-QR3!; not 9 ..., B-Q2, on account of 10 Q×P.

(11) Or 10 B×P, Q-B3 (*a*); 11 P-K5 (Pierce), P×P; 12 P×P, B-B4 ch; 13 K-R sq, Q-Kt3; 14 QR-Q sq, R-Q sq+; if 14 Kt-K4, Kt-Q5; 15 Q-Q3, B-Kt3; 16 P-B3, O-O-O. (C. E. R.)

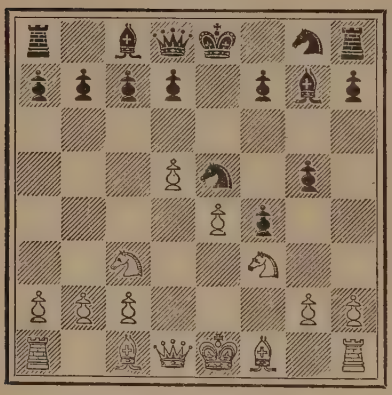
(*a*) 10 ..., Kt×P; 11 Q-R5 ch, K-Q2; 12 B-K5.

(12) Continued 12 B×P, Q-K sq; 13 Q-Q sq, P-K4; 14 B-K3, Q-Kt3; (if) 15 B×Kt, P×B; 16 Q×P, B-Kt2; 17 Q-R4 ch!. (W. T. P.)

(13) Or ..., 7 B-Kt2; 8 QB×P!, B×P+; 9 K-R, B×Kt; 10 B×P+, K×B; 11 Q-Q5+, K-K; 12 Q-R5+, K-K2; 13 P×B; but 7 ..., Kt×P, Kt-K4, and Q-Kt4 are inferior; 7 ..., Kt×P is met by 8 QB×P, not Q×Kt.

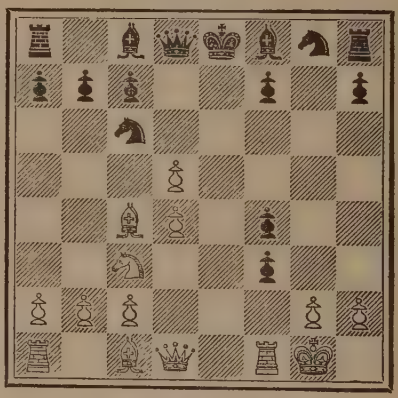
(14) 12 B×P, Kt-R4; 13 B-Kt5 ch, P-B3; 14 P-Q6, P×B; 15 Kt-Kt5? (or 15 P×Kt, Q×P+; 16 K-R, Kt-B5; 17 Q×Q!, B×Q; 18 P-B3!+), B-K3; 16 Kt×B, P×Kt; 17 R×P, O-O; 18 B-Kt5, Q-Q2; 19 R×Kt, Q×P; 20 P-B3, with two Pawns for his piece. (*B. C. M.*, 1891, p. 511.)

(Col. 21.)



After Black's 6th move.

(Col. 25.)



After White's 8th move.

TABLE 137.—THE HAMPPE-ALLGAIER GAMBIT

1 P-K4, P-K4; **2** Kt-QB3, Kt-QB3; **3** P-B4, P×P; **4** Kt-B3, P-KKt4; **5** P-KR4, P-Kt5; **6** Kt-KKt5.

	26	27	28	29	30
6	P-Q3 (1)	Kt-K4	P-KR3		
7	B-B4	P-Q4	Kt×P		
	Kt-K4	P-KR3	K×Kt		
8	B-Kt3	B×P!	P-Q4 (4)		
	P-KR3	Kt-Kt3 (2)	P-Q3		P-Q4 (7)
9	P-Q4	Kt×P	B×P		P×P (8)
	P×Kt	K×Kt	Kt-B3	B-Kt2	QKt-K2 (9)
10	P×Kt	B-B4 ch	B-B4 ch	B-B4 ch	B-QB4
	P×KP	P-Q4	K-Kt2	K-Kt3 (5)	K-Kt2
11	B×P ch	B×P ch (3)	O-O	P-K5	B×P (10)
	K-K2	K-Kt2	B-K2	B-B4 (6)	Kt-Kt3
12	Q-Q ch	O-O	Q-Q2	B-Q3	B-K5 ch
	K×Q	P-B3	B-Q2	P-KR4	Kt-B3
13	B×Kt	B-B4 —	P-K5	B×B ch	P-R5
	R×B	Kt-B3 —	+	K×B	Kt×B
14	P×P			Q-Q3 ch+	P×Kt
	B-K3+				Kt-R2 (11)

(1) If 6 ..., P-B3; 7 Q×P, P-KR4; 8 Q-B5, QKt-K2; 9 Q×P (B4), P×Kt; 10 Q-K5, R-R3; 11 B-B4, &c.

(2) Or 8 ..., P×Kt; 9 B×Kt, P-KB3; 10 B-Kt3, P-Q3=. (C. E. R.)

(3) Or 10 Kt×P, (if) B-K3; 11 B×BP. (Monck.)

(4) If 8 B-B4 ch, P-Q4; 9 B×P ch, K-Kt3; 10 P-Q4, KKt-K2; 11 B×P, B-Kt2+. If 8 Q×P, P-KR4; 9 Q×BP ch, Q-B3+.

(5) Or 10 ..., K-K sq; 11 B-K3, Q-K2; 12 Q-Q2 and O-O-O (Pierce); or 12 O-O, Q×RP?; 13 R-B7, P-Kt6; 14 R×B, Q-R7 ch; 15 K-B sq, Q-R8 ch; 16 B-Kt sq. (Zukertort *v.* Ernst.)

(6) If 11 ..., P×P; 12 Q-Q3 ch, K-B3; 13 B-Kt5 ch!, P×B; 14 R-KB sq ch, K-K2; 15 R-B7 ch, K-K sq; 16 Q-Kt6+; or 12 ..., B-B4; 13 P ch, K-B3; 14 P×P ch, Kt×P; 15 B×Kt ch, K×B; 16 Q-K3 ch+. (E. F.)

If 11 ..., KKt-K2; 12 P ch, K-R2; 13 P-K6.

(7) For 8 ..., P-B6, or P-KR4, see the Allgaier Gambit. 8 ..., B-Kt5 is inferior.

(8) 9 Kt×P, B-K3; 10 B-B4, Kt-B3 (if 10 ..., B-Kt2; 11 B×P); 11 B×P, Kt×Kt; 12 P×Kt, B×P; 13 B×B ch, Q×B; 14 O-O. (Steinitz.)

9 B×P is an Allgaier variation.

(9) Or 9 ..., Q-K2 ch; 10 K-B2, P-Kt6 ch; 11 K-Kt sq, Kt×P; (if) 12 Q×Kt, Q-B4 (Salvioli); or 10 B-K2, P-B6; 11 O-O, Q×P; 12 B-KB4, Kt-B3, &c.

(10) 11 O-O, P-B6; 12 P×P, P-Kt6; 13 B-B4, Kt-B4+.

(11) 15 Q-Q3, Q-Kt4; 16 Kt-K4, Q×KP; 17 O-O, B-Q3; 18 Kt×B, Q×Kt; 19 QR-K sq, R-B sq; 20 R×R, Kt×R; 21 Q-QB3 ch, K-B2; 22 R-B sq ch, K-K sq; 23 Q-Kt7, Q-K2; 24 Q-Kt8, to follow with B-Q3 and B-Kt6+. (Pierce *v.* Budden.)

SECTION II

TABLE 138.—THE STEINITZ GAMBIT

1 P-K4, P-K4; **2** Kt-QB3, Kt-QB3; **3** P-KB4, P×P; **4** P-Q4, Q-R5 ch; **5** K-K2, P-Q4.

	1	2	3	4	5
6	P×P				
	B-KKt5 ch		Q-K2 ch (10)		
7	Kt-B3		K-B2		
	O-O-O (1)		Q-R5 ch		
8	P×Kt		P-KKt3		
	B-QB4		P×P ch		
9	P×P ch (2)		K-Kt2 (dia.)		
	K-Kt sq		Kt×P	B-Q3	
10	Kt-Kt5 (3)	(dia.)	P×P	Q-Ksq ch (14)	P×Kt
	Kt-B3	B×Ktch (6)	Q-Kt5	QKt-K2	P×RP
11	P-B3 (4)	KtP×B	Q-Ksq ch (11)	P×P	KKt-K2
	KR-K sq ch	P-QR3	B-K2 (12)	Q×QP	B-R6 ch
12	K-Q3	P-B3 !	B-Q3	Kt-B3 (15)	K-B3
	Q-R4 (5)	P×Kt	K-Q sq	Q-Kt3	O-O-O
13		Q-Q3 (7)	B-KB4	B-K3	P×P ch
		Kt-B3	Kt-B4	Q×P	K-Kt sq
14		B-Q2 (8)	Kt-B3 —	B-Q3	B-B4 —
		KR-K sq ch	B-Q3 (13) —	B-QKt5	B-Kt5 ch +
15		K-Q sq		B-Q4	
		P-Kt5 (9)		P-KB3 (16)	

(1) If 7 ..., QKt-K2; 8 P-Q6, &c.

(2) Or 9 Q-K sq. (L'hermet of Magdeburg.) If 9 ..., R-K sq ch; 10 K-Q2, Q-Q sq. (Steinitz plays 10 K-Q3, and makes White give up his Queen for three pieces.) Mr. Wayte notes (if) 11 Q-R4, Kt-B3; 12 P×P ch, and 13 B-Q3, B×Kt+. Mr. Ranken gives 9 ..., Q-R4; (if) 10 K-B2, R×P!; (if) 10 B×P, Kt-B3 or B×P.

(3) 10 P×B, Kt-B3; 11 Q×R ch, R×Q; 12 B-Q2, R-K sq ch; 13 K-Q sq, Q-B7; 14 K-B sq, B×Kt; 15 P×B, Q×KBP, and wins. (New York *v.* Philadelphia.)

(4) If 11 K-Q3 (Steinitz), Black can at least draw by B-B4 ch; (if) 12 K-B3, Kt-K5 ch; 13 K-Kt3, Q-B3; 14 Q-K sq, KR-K sq; 15 B-Q3, B×P+. (Steinitz *v.* Shipley.) If 12 K-B4, B-K3 ch; 13 K-Q3, &c.; or 13 K×B, P-QR4; 14 Kt×P, Q-R4 ch; 15 Kt-K5, Kt-Q2 ch; 16 K-Kt5, Q×Q; 17 Kt-B6 ch, &c.

(5) With a strong attack. If here 12 ..., B-B4 ch; 13 K-B4, B-K3 ch; 14 K×B, P-QR4; 15 Kt×P (if Kt×Q mate in two), Q-R4 ch; 16 Kt-K5!, Kt-Q2 ch (*a*); 17 K-Kt5, Q×Q; 18 Kt×Kt ch, R×Kt; 19 B×P, Q×R; 20 K-Kt6, and wins.

(*a*) He can recover the two pieces by 16 ..., K×Kt, and if 17 Q×Q, R-Q4 ch, but would lose by Pawns; if 16 ..., Q×Q; 17 Kt-B6 ch, &c. (*B. C. M.*, 1885, p. 53.)

(6) Analysed by Mr. Gossip. (*C. P. C.*, 1882, pp. 61 and 287.)

(7) 13 Q-Kt3, or Q-Q2, or B-Q2, or P-R4 may be played. If 13 K-Q3, B×P; 14 P×B, R×P ch. (Rosenthal.)

(8) If 14 Q×KtP, KR-K sq ch; 15 K moves, Q-B7+.

(9) 16 K-B2, Kt-Q4; 17 R-B sq (Steinitz), P×P; 18 P×P, R-K3+.

(10) Introduced by Rev. G. A. McDonnell. If 7 K-B3, Q-R5, &c. White may avoid this variation by 6 Kt-B3, (if) Q-K2; 7 P-K5. (Fraser.)

(11) 11 B-KB4, B-QB4 (exchanging Queens here is bad); 12 Kt-Kt5, Kt×Kt; 13 B×Kt ch, K-Q sq; 14 Kt-B3, P-KB3; 15 Q-K2, B-Q2; 16 QR-K sq, Kt-K2; 17 P-Q6!. (Burns *v.* Miniati.) Black replies 17 ..., Kt-Q4!. See *B. C. M.*, 1888, p. 155.

(12) 11 ..., K-Q sq; 12 B-Q3, P-KKt4?; 13 Kt-K4, P-KB3; 14 Q-B3, Kt-B4; 15 B×P, B-K2; 16 B-KB4+.

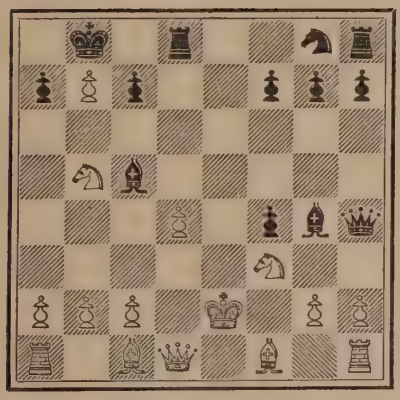
(13) If 15 Kt-K5, B×Kt; 16 Q×B, Kt-Q3; 17 R-R4, P-B3, &c. (C. E. R.)

(14) 10 Q-K2 ch, QKt-K2; 11 Kt-B3, B-R6 ch, &c.

(15) 12 R-R4, Q-B3; 13 Kt-K4, Q-Kt3; 14 B-Q3, B-KB4; 15 KKt-B3. (Steinitz.)

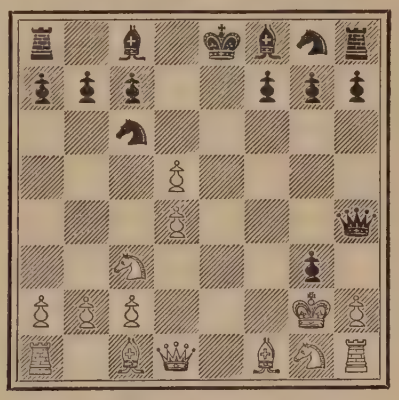
(16) R-QKt sq (or R×P. C. E. R.), B×Kt; 17 B×B, Q×RP; 18 R-Kt5, &c. Gossip gives White a won game.

(Col. 1.)



After White's 10th move.

(Col. 3.)



After White's 9th move.

Table 139.—THE STEINITZ GAMBIT

1 P-K4, P-K4; **2** Kt-QB3, Kt-QB3; **3** P-B4, P×P (1); **4** P-Q4, Q-R5 ch; **5** K-K2.

	6	7	8	9	10
5	P-Q4		P-Q3 (3)	P-QKt3 (7)	
	Kt×P	P-K5	Kt-B3	Kt-Kt5 ♯	Q-Q2 (10)
6	B-KKt5 ch	B-KKt5 ch	B-Kt5	B-R3	P-KKt4
	Kt-B3	Kt-B3	B×P	P-R4	Kt-Q5
7	O-O-O	O-O-O	O-O-O (4)	B×Ktch(8)	K-Q sq
	B×P (2)	B×P	K-K3 (5) —	P×B	Kt-KB3(11)
8	P-B4+	P-B3	Q-R4 (6) —	Q-R4 ch	Q-R4
		B-Kt3		Kt-B3	K-Q sq (12)
9		Q-R4		Q×KtP ch	B-KKt2
		P×P		K-B2	B-K2
10		Kt×BP+		Q-KR4	Q-Kt3
				B×P	P-K5 —
11				Kt-B3 (9)	KKt-K2 —

(1) If 3 ..., B-B4; 4 P×P!, B×Kt; 5 R×B, Q-R5 ch; 6 P-KKt3, Q×RP; 7 R-Kt2, followed by Kt-Q5 and P-Q4+. (W. W.)

(2) 8 P-B3, P-B4; 9 Q-Q3; P×P; 10 Q×P, P-KKt4; 11 B-Q2, B-Kt2 or Q-R4+.

(3) If 5 ..., P-KKt4; 6 Kt-Q5, K-Q sq; 7 Kt-KB3, Q-R4; 8 K-B2, B-Kt2; 9 B-K2, or P-B3. (*C. M.*, 1887.) A game Guest *v.* Bird runs: 6 Kt-B3, Q-R4; 7 Kt-Q5, B-Kt2; 8 P-B3, Kt-B3; 9 Kt×P ch, K-Q sq; 10 Kt×R, Kt×KP; 11 Q-R4, R-K sq; 12 K-Q3, Q-Kt3; 13 K-B4, KtP ch; 14 K×P, Kt-Q3 ch; 15 K-B5, Q-K3, and wins; if 16 Q-Kt3 (*Handbuch*), Kt-K5 ch; 17 K-Kt5, Kt×QP ch, and mates in two moves.

(4) 7 ..., B×Kt ch; 8 K×B (if P×B, Q×B; 9 Kt-Q5, and White can only gain R and P for B and Kt), Kt-B3; 9 B-QKt5. (Lipschütz *v.* Mackenzie.)

(5) 8 B-Kt3, Q-B3; 9 P-Q5, Kt-Q5 ch, or Kt-K4=. (C. E. R.)

(6) 8 ..., B×Kt; 9 Q×B, P-B4; 10 P-Q5. (Steinitz *v.* Winawer.)

(7) Played first at the Baden Congress, 1870, between Steinitz and Minckwitz.

(8) For 7 ..., O-O-O, see Cols. 11–15; if 7 ..., Kt×P ch; 8 Q×Kt, P-QB3, &c.

(9) If 12 P-K5, Kt-Q4; 13 B-Q2+.

(10) Mr. W. T. Pierce's variation. If now 6 ..., B-R3 ch; 7 K-Q sq, B×B; 8 Kt-B3, &c.

(11) If 8 P-KKt3, Q-R4 ch!; 9 K-K sq, Q-Kt3; if 9 K-Q3, B-QR3 ch, &c.

(12) If 9 K-B2, Q-Kt3; 10 P-K5, P-Kt5; 11 Kt×KBP, Q-Kt2; 12 Kt-Kt5, Kt×QP. (C. E. R.)

Table 140.—THE STEINITZ GAMBIT

1 P-K4, P-K4; **2** Kt-QB3, Kt-QB3; **3** P-B4, P×P; **4** P-Q4, Q-R5 ch; **5** K-K2, P-QKt3 (1); **6** Kt-Kt5, B-R3 (2); **7** P-R4 (3), O-O-O; **8** Kt-B3, Q-K2; **9** K-B2, Kt-B3.

	11	12	13	14	15
10	Kt-Q6 ch	Kt×RP ch		B×P	P-K5
	K-Kt sq	K-Kt2		Kt×P ch	Kt-Kt5 ch
11	B×B	B×B ch		K-Kt sq	K-Kt sq
	Kt-Kt5 ch	K×B		B×Kt	B×Kt
12	K-B sq (4)	Kt×Kt	P-R5	P×B !	P×B
	Q×Kt	Kt×P ch	Kt×P ch	Kt-R4	QKt×KP
13	P-K5	K-B sq	K-B sq	P-B3	P×Kt (8)
	Q-R3	P×Kt	K×Kt ?	P-KB3	Q×P
14	Q-K2	B×P	P×P dis ch	Q-B2	P-B3
	P-B3+	P-KB4	K×P	P-Q4	B-B4 ch
15		Q-Q3 ch	Q-Q3 (6)	P-QKt4	Kt-Q4
		K-Kt2 (5)		Kt-Kt2 (7)	P-Kt4+

(1) First analysed by Mr. Fraser in *C. P. C.*, 1879, p. 97. See Cols. 9–10. Against Tschigorin, Steinitz played 5 ..., Kt-B3. (*B. C. M.*, 1892, p. 217.)

(2) 6 ..., Kt-B3 (Martinez); 7 Kt-KB3, Q-Kt5; 8 Kt×P ch (P-K5 !), K-Q sq; 9 Kt×R, Kt×KP; 10 P-QB4, B-Kt5 !; 11 Q-R4, Kt×QP ch, and wins. (Morgan v. Shipley.)

(3) Moves 6 and 7 may be transposed; 7 P-B4 is very inferior.

(4) 12 K-K2 seems feasible, followed by P-K5, P-R3, or R-K sq, according to Black's play. (C. E. R.)

(5) 16 R-K sq, Q-Kt5; 17 P-QKt3, B-Q3; 18 B-Q2 !, Kt×B ch; 19 Kt×Kt, B×RP+.

(6) The reply 15 ..., Kt-Kt sq given in our first edition is weak against 16 R-R4. Mr. Fraser now suggests 15 ..., Kt-Kt5, as good enough for equality.

(7) 16 R×P, P-Kt4; 17 B-Q2, B-Kt2; 18 B-Q3, QKt-Q3+.

(8) If 13 P-R3, Kt-K6; 14 B×Kt, Kt×Kt ch, &c.

SECTION III

THE CENTRE AND DANISH GAMBITS

1 P-K4, P-K4; 2 P-Q4, P×P.

THE Centre Gambit has received very little notice in the earlier works on the game. Though one form of it at least is as old as Stamma, who was a contemporary of Philidor, the latter makes no mention of it in his treatise. It is not to be found in the first three editions of the *Handbuch*, and not until Staunton introduced a brief notice of it in his *Praxis* (1860) does it appear to have been recognised in this country as a legitimate and separate book opening. The reason of this is probably that in many of its phases it is closely allied to the Scotch Opening, but the form contained in our Cols. 1 to 5 has little affinity with that *début*, and was only resuscitated in modern times at the Berlin Congress of 1881. The general advantages of the Centre Gambit are that it cannot like other Gambits be safely refused; Black is practically compelled to take the Pawn. Then too, by at once opening scope for action to all White's pieces save his Rooks, it yields a rapid development. Further, in the form given in Cols. 1 to 5 the White Queen at K3 prevents the effectual advance of Black's Queen's Pawn, and the posting of his Bishop at QB4.

The Danish or Scandinavian Gambit is a graft upon the Centre by the sacrifice of a second Pawn, and is so called because it was chiefly practised by Copenhagen players and by the Swedish player Herr Lindehn. The Prussian Master, Von der Lasa, has published a valuable analysis of it. Though the sacrifice of the Pawns is not sound, it yields a strong attack, and often easily trips up those players who are unacquainted with the proper defence.

Table 141.—THE CENTRE GAMBIT

1 P-K4, P-K4; **2** P-Q4, P×P; **3** Q×P, Kt-QB3.

	1	2	3	4	5
4	Q-K3 (1) B-Kt5 ch (2)		B-K2	P-KKt3	P-QKt3
5	P-B3 B-R4		B-Q2 (6) Kt-B3	B-Q2 (7) B-Kt2	B-Q2 (9) B-Kt2
6	Q-Kt3! Q-B3 (3)		Kt-QB3 P-Q3	Kt-QB3 P-Q3	Kt-QB3 B-B4
7	B-KB4 (4) P-Q3	P-KB4 P-Q3	B-K2 O-O	P-KB4 KKt-K2 (8)	Q-Kt3 Kt-B3
8	Kt-Q2 (5) B-K3	B-Q3 B-Kt3	O-O-O — B-K3 —	O-O-O B-K3	O-O-O+
9	KKt-B3 Q-Kt3 —	Kt-B3 KKt-K2		Kt-B3 Q-Q2	
10		Kt-R3 — B-Q2 —		Kt-Q5 O-O-O	
11				B-B3+	

(1) Introduced 1881 by W. Paulsen, but the line of play dates from Stamma, 1745.

(2) 4 ..., P-B4 (Philip); 5 P×P dis ch, B-K2 (if 5 ..., K-B2; 6 Kt-KB3); 6 B-Q3!; if 6 B-B4 in this or previous variation, P-Q4 with a good game. If 4 ..., Q-B3; 5 Kt-QB3, Kt-Q5; 6 B-Q3, B-B4; 7 Q-Kt3 (Winawer *v.* Tschigorin), or Kt-Q5. (C. E. R.)

(3) If 6 ..., Kt-B3; 7 B-Q3!; if 7 Q×KtP, R-KKt sq; 8 Q-R6, Q-K2; 9 P-B3, P-Q4; if 7 P-K5, Q-K2; if 7 B-KKt5, Kt×P; 8 Q-K3, Q×B. (Pollock.)

(4) Or 7 Kt-QR3, P-Q3; 8 B-QKt5, B-Q2; 9 Kt-K2, KKt-K2; 10 Kt-QB4, B-Kt3; 11 P-QR4, P-KR3; 12 O-O, B-K3. (Hull *v.* Glasgow.)

(5) Or 8 B-QKt5. (Winawer *v.* Riemann.)

(6) If 5 Kt-QB3, Kt-QKt5 and 6 ..., P-Q4. If 5 Q-KKt3, Kt-B3!.

(7) Or 5 Kt-QB3, B-Kt2 (or Kt-Kt5 (W. W.)); 6 Kt-Q5. Or 5 P-KB4.

(8) If 7 ..., Kt-B3, 8 B-K2!. This column is Tschigorin *v.* Mackenzie.

(9) Mr. Potter gives 5 B-Kt5.

Table 142.—THE CENTRE GAMBIT

1 P-K 4, P-K 4; 2 P-Q 4, P×P.

	6	7	8	9	10
3	Q×P Kt-QB3				KtKB3 B-Kt5ch(13)
4	Q-K3 Kt-KB3	Q-Q sq ? Kt-B3	Q-R4 B-B4 ! (8)	Q-B4 Kt-B3 (12)	B-Q2 Q-K2
5	P-K5 (1) Kt-KKt5 (2)	B-Q3 (5) P-Q4	Kt-KB3 (9) P-Q3	B-Kt5 B-K2	B-Q3 Kt-QB3
6	Q-K4 P-Q4 (3)	P×P Q×P (6)	B-QB4 (10) Kt-B3	Kt-QB3 P-Q3	O-O B×B
7	P×P dis ch B-K3	Kt-KB3 B-KKt5	Kt-B3 (11) B-Q2 +	Kt-B3 B-K3	QKt×B P-Q3
8	B-K2 (4) Kt-B3	QKt-Q2 O-O-O		Kt-Q5 B×Kt	B-Kt5 B-Q2 (14)
9	P×P Q×P	O-O B-Kt5		P×B Kt-K4	B×Kt B×B
10	Q-QR4 B-QB4	B-K2 (7) KR-K sq +		Kt×Kt P×Kt	Kt×P Kt-R3
11	Kt-QB3 — O-O —			O-O-O — —	Q-R5 — O-O —

(1) Or 5 B-K2, Q-K2 combined with Kt-QKt5 and P-Q4. 5 B-B4 leads into Col. 11. If 5 B-Q3, B ch; 6 P-QB3, B-R4 followed by O-O and R-K sq+. Compare Col. 3, p. 15.

(2) 5 ..., Kt-Q4; 6 Q-K4, Kt-Kt3; 7 Kt-KB3, B-K2; 8 Kt-B3, O-O; 9 B-Q3, P-Kt3; 10 B-KR6, R-K sq; 11 O-O-O, P-Q3=. (C. E. R.)

(3) An invention of Prof. Berger of Gratz.

(4) Or 8 B-QKt5, Q×P+. If 8 P×P, Q-Q8 ch; 9 K×Q, Kt×P ch, &c. (Berger.)

(5) If 5 Kt-QB3, B-Kt5; 6 B-Q2, O-O; 7 B-Q3, P-Q4, &c.

(6) Or 6 ..., Kt×P!. After 6 ..., Q×P; 7 Q-B3 (C. E. R.) may follow.

(7) If 10 P-KR3, P-KR4. (C. E. R.)

(8) 4 B-Kt5 ch; 5 P-B3!, B-B4; 6 Kt-B3, P-Q3; 7 B-KKt5, Kt-B3!; 8 QKt-Q2, B-Q2; 9 Q-B2, P-KR3=.

(9) If 5 B-QB4, Kt-B3.

(10) 6 B-Q3 is perhaps better. If 6 B-QKt5, B-Q2, followed by P-QR3.

(11) Or 7 O-O, B-Q2; 8 Q-Kt3, O-O or Kt-QR4.

(12) If 4 ..., P-QKt 4; 5 Q×KtP?, R-Kt sq, 6 Q-Q3. If 4 ..., P-Q4; 5 P×P, Kt-Kt5; 6 B-Q2, Kt×QP. If 4 ..., P-Q3; 5 Kt-QB3, P-KKt3; 6 B-Q2, B-Kt2; 7 P-B4, Kt-B3; 8 Kt-B3 or O-O-O, B-K3=. Move 4 Q-B4 was introduced by Mr. J. E. Hall of Bradford.

(13) 3 ..., P-Q3 transposes into the Philidor Defence, and Kt-QB3 or B-B4 into the Scotch Game. If 3 ..., Kt-KB3; 4 B-QB4! or P-K5!. If 3 ..., P-QB4; 4 B-QB4, P-QKt4; 5 B-Q5. See Table 143, Note 2.

(14) If 8 ..., Q-B3; 9 P-K5, P×P; 10 Kt×KP, Kt-K2; 11 QKt-B3, B-B4. (Fraser.)

Table 143.—THE CENTRE GAMBIT

1 P-K4, P-K4; **2** P-Q4, P×P.

	11	12	13	14	15
3	B-QB4 (1) Kt-KB3 (2)		B-Kt5 ch	B-B4	
4	Q×P (3) Kt-B3		P-B3 P×P	B×P ch K×B	
5	Q-K3 B-Kt5 ch		P×P (6) Q-B3	Q-R5 ch P-KKt3	
6	P-B3 B-R4		Q-Kt3 (7) B-B4	Q×B Kt-QB3! (8), (dia.)	
7	Kt-B3 (dia.) B-Kt3	O-O O-O	Kt-B3 P-Q3	Kt-K2 (9) P-Q3	Kt-KB3 Kt-B3
8	Q-B4 O-O	O-O R-K sq	O-O Kt-B3	Q-B4 ch B-K3	B-Kt5 (13) R-K sq
9	O-O P-Q3	Kt-Kt5 P-Q4 (4)	Kt-R3 — B-Kt3	Q-Q3 (10) P-Q4	QKt-Q2 P-Q3
10	B-K3 B×B	R-Q sq P-KR3	or Q2 —	P×P (11) Q×P	Q-B4 ch P-Q4
11	Q×B Kt-KKt5	B×P P×Kt (5)		Q-KKt3 (12) R-QB sq	Q-Kt3 (14) K-Kt2 +
12	Q-B4 — KKt-K4 —	B×P ch K×B		B-B4 Kt-Kt5	(15)
13		R×Q Kt×R +		Kt-R3 Kt-KB3 or P-Q6 +	

(1) If 3 P-K5, Kt-QB3; 4 P-KB4, B-B4; 5 Kt-KB3, P-Q3; 6 B-Q3, Kt-R3; 7 O-O, Kt-B4; 8 Q-K2, Kt-K6+. If 3 P-KB4, B-B4; 4 Kt-KB3, Kt-QB3; 5 P-QR3, P-QR4; 6 B-Q3, Kt-KB3; 7 P-KR3, P-Q4+.

(2) If 3 ..., P-QB4; 4 P-QB3 (*a*), Kt-QB3; 5 Kt-B3, Q-B3 (*b*); 6 O-O, P-Q3; 7 P×P, P×P; 8 B-QKt5, B-Q2. (*Praxis.*) 3 ..., Kt-QB3 resolves into the Scotch Game, and 3 ..., P-Q3 into a form of the Philidor Defence, where White may continue with 4 Kt-KB3 (p. 24, Note 7.)

(*a*) 4 Kt-KB3, P-Q3; 5 O-O, Kt-QB3; 6 P-QB3, P-Q6; 7 R-K sq, B-Kt5; 8 P-K5, Kt×P; 9 Kt×Kt, B×Q; 10 B-QKt5 ch, K-K2; 11 B-Kt5 ch, P-B3; 12 Kt-Kt6 dis ch, K-B2; 13 Kt×R mate. (Potter *v.* Matthews.)

(*b*) 5 ..., P-KB4! (P×P is inferior); 6 Q-Kt3, Kt-R4; 7 B-B7 ch, K-K2; 8 B-Kt5 ch, Kt-KB3; 9 Q-Q5, &c. (Salvioli.)

(3) For 4 P-K5 and 4 Kt-KB3, see Table 83, Cols. 4–5.

(4) Mr. Ranken, who supplies this column, notes that Black may also play 9 ..., Kt-K4.

(5) Or 11 ..., Kt×B; 12 R×Kt, Q-K2, &c.: preferred by Mr. Wayte.

(6) If 5 B×P ch, K×B; 6 Q-Kt3 ch, P-Q4; 7 Q×B, P×KtP; 8 B×P, Kt-KB3; 9 P-K5, R-K sq+.

(7) If 6 P×B, Q×R; 7 Q-Kt3, P-Q4!; 8 B×P, B-K3; 9 B×B, P×B; 10 Q×P ch, Kt-K2, &c.

(8) See diagram. 6 ..., P-Q4 is inferior.

(9) If 7 B-Kt5, Kt-B3; 8 Kt-Q2, P-Q3; 9 Q-B4 ch, B-K3; 10 Q-R4, P-QR3; 11 KKt-B3, P-Kt4; 12 Q-R3, Q-Q2, &c.

(10) If 9 Q-R4, Q-B3; 10 O-O or Kt-Q2, P-Q4, &c. (C. E. R.)

(11) If 10 Kt×P, P×P; 11 Kt×B or Kt, P×Q; 12 Kt×Q ch, R×Kt+.

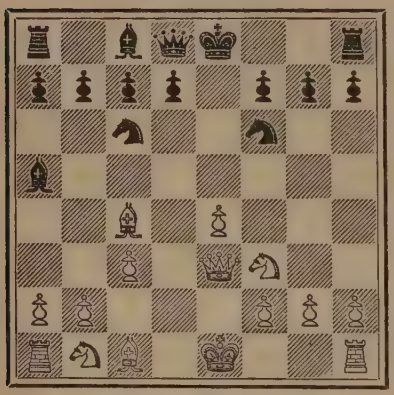
(12) 11 Kt-B4 is met by Q-B5.

(13) If 8 P-K5, P-Q3; 9 P×P, R-K sq ch, &c.; or if 8 O-O, P-Q3; 9 Q-B4 ch, P-Q4.

(14) If 11 B×Kt, K×B; or if 11 Q-Q3, then B-B4.

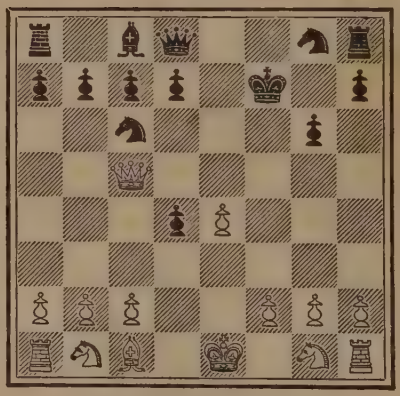
(15) If 11 ..., Kt×P; 12 B×Q, Kt-B4 dis ch; 13 K-Q sq, Kt×Q; 14 Kt×Kt, R×B; 15 KKt×P.

(Col. 11.)



After White's 7th move.

(Col. 14.)



After Black's 6th move.

SECTION IV

TABLE 144.—THE DANISH GAMBIT

1 P-K4, P-K4; **2** P-Q4, P×P; **3** P-QB3 (1).

	1	2	3	4	5
3	P×P (2)				
4	B-QB4		P×P (6)		
	Kt-KB3		QB×P		
5	Kt×P	P-K5	Kt-KB3		
	B-Kt5	P-Q4			
6	Kt-K2 (3)	Kt×P (5)	Kt-QB3	P-K5 (9)	
	O-O	P×B	B-Kt5 (7)	B-Kt5 ch	
7	P-K5	Q×Q ch	Kt-K2	K-B sq (10)	
	P-Q4+ (4)	K×Q	Kt×P (8)	P-Q4	
8		P×Kt	O-O	P×Kt	Q-R4 ch (11)
		P×P	Kt×Kt	P×B	KKt-Q2
9		B-B4	Kt×Kt	Q-R4 ch	B×P
		B-KB4	B×Kt	Kt-B3	Q-K2
10		O-O-O ch	B×B	P×P	P-K6
		B-Q6+	Q-Kt4	R-KKt sq	P×P
11			R-K sq ch+	Kt-QB3	Kt-QB3
				B×Kt+	O-O
12					R-K sq
					Kt-Kt3
13					Q-B2
					Kt×B+

(1) This constitutes the Danish or Scandinavian Gambit.
(2) If 3 ..., P-Q4 or Q-K2; 4 Q×P equalises the game.
(3) If 6 B×P ch, K×B; 7 Q-Kt3 ch, P-Q4; 8 Q×B, Kt×P+.
(4) The *Handbuch* gives 7 ..., Kt-K5; 8 O-O, Kt×Kt; 9 P×Kt, B-B4; 10 Kt-Kt3, to which Black's reply is Q-R5 or P-Q3. (Gossip.)
(5) If 6 B-Kt3, Kt-Kt5, or P-B7.
(6) Or 4 ..., P-B7; 5 Q×P, B ch, &c. (*A. S.*)
(7) Or 6 ..., Kt-B3; 7 Kt-B3, B-Kt5; 8 Q-B2, P-Q3; 9 O-O-O, B×Kt!; 10 Q×B!, B-K3; 11 KR-K sq. (*Handbuch.*)
(8) If 7 ..., Kt-B3; 8 O-O, P-Q3; 9 Kt-Kt3, &c.
(9) If 6 Kt-KB3, B-Kt5 ch; 7 K-B sq.
(10) If 7 Kt-QB3, Q-K2; 8 Kt-K2, Kt-K5; 9 O-O, Kt×Kt; 10 Kt×Kt, B×Kt; 11 B×B, O-O+.
(11) 8 B-Kt3 and B-Kt5 ch are also in Black's favour.

SECTION V

TABLE 145.—THE FROM GAMBIT

1 P-KB4, P-K4; **2** P×P, P-Q3; **3** P×P, B×P; **4** Kt-KB3.

	1	2	3	4	5
4	Kt-KR3 (1)				Kt-KB3
5	P-Q4 (2)	P-Q3		P-KKt3	P-Q4
	Kt-Kt5	Kt-Kt5		Kt-Kt5	Kt-B3
6	B-Kt5	P-B3	B-Kt5	P-Q3	B-Kt5
	P-KB3	Kt-QB3 (5)	P-KB3	Kt×P	B-KKt5
7	B-R4	Q-R4	B-B sq	Kt×Kt	P-K3
	P-KKt4	O-O	P-QB3	B×P ch	Q-Q2
8	P-KR3 ! (3)	B-Kt5	P-KKt3	K-Q2	B×Kt
	Kt-K6	P-KB3	Q-B2	Q-R5	P×B
9	Q-Q3	B-Q2	B-R3	P-K3	B-Kt5
	B-B5	R-K sq	Kt×P (6)	P-KR4 (8)	O-O-O
10	P-KKt4	P-K4	R×Kt	Q-B3	P-Q5
	Kt-B3 (4)	P-B4	B×P ch	Kt-B3	Q-K2 (9)
11	P-B3	B-Kt5	K-B sq	P-Q4	
	Kt-K2	B-K2	B×R	R-R3	
12	B-B2	B×B	B×B	Kt-QB3	
	QKt-Q4	Q×B	Q×B	B-K3	
13	P-B4	QKt-Q2	Kt×B (7)	Q-Kt2+	
	Kt-QKt5+	Kt-K6+			

(1) For transpositions, see Introduction, p. 212. Wormald gives 4 ..., P-KKt4; 5 P-Q3. This defence is approved by Mason. (*B. C. M.*, 1892, p. 438.)

(2) Or 5 P-K3?, Kt-Kt5; 6 P-KKt3!, Kt×RP; 7 R×Kt, B×P ch; 8 R-B2, B-Kt5; 9 B-K2, Kt-B3, &c. The column is Soerensen *v.* From. If 5 P-K4?, Kt-Kt5; 6 Q-K2, Kt-QB3; 7 P-Q4, B×P; 8 Kt×B, Q-R5 ch+.

(3) If 8 B-B2, Kt×B; 9 K×Kt, P-Kt5; 10 Kt-K sq, B×P (*C. M.*) or P-KB4 (*Handbuch*).

(4) 10 ..., P×B?; 11 Q-K4 ch, Q-K2; 12 Q×B, Kt×P ch; 13 K-Q sq, Kt×R.

(5) Or 6 ..., O-O. If 6 ..., Kt or B×P; 7 Q-R4 ch and 8 Q-K4 ch.

(6) Or 9 ..., B×P ch; 10 P×B, Q×P ch; 11 K-Q2, Kt-B7; 12 Q-K sq, B×B; 13 R×B, Kt-K5 ch, &c.

(7) 13 ..., Q-R6 ch; 14 K-Kt sq, Q-Kt6 ch; 15 K-R sq, Kt-Q2: advantage doubtful.

(8) If 9 ..., Kt-B3; 10 B-Kt2, (if) B×Kt; 11 B×Kt ch, P×B; 12 Q-K2+. (C. E. R.)

(9) Continued 11 B×Kt, Q×P ch; 12 Q-K2, Q-B8 ch; 18 Q-Q sq, QR-K sq ch; 14 B×R, R×B ch; 15 K-B2, Q-K6 ch; 16 K-B sq, B×Kt; 17 P×B, B-B4; 18 K-Kt2, R-Kt sq ch+. (Bird *v.* Steinitz.)

SECTION VI

Table 146.—THE BLACKMAR GAMBIT

1 P-Q4, P-Q4; **2** P-K4, P×P; **3** P-KB3, P×P (1); **4** Kt×P.

	1	2	3	4	5
4	P-K3	B-B4		B-Kt5	
5	B-Q3	P-B3		P-B3	B-QB4
	Kt-KB3	P-K3		P-QB3 (5)	P-K3
6	P-B3	B-QB4	B-K2	B-Q3	O-O
	P-QKt3 (2)	B-K2 (3)	P-K4?	P-K3	Kt-KB3
7	B-K3	O-O	Kt×P	O-O	Kt-B3
	B-Kt2	Kt-KB3	B×Kt	Kt-B3	B-Q3
8	QKt-Q2	QKt-Q2	R×B	QKt-Q2	B-K3
	QKt-Q2!	P-B3	Q-R5 ch	B-Q3	QKt-Q2
9	Q-K2	Kt-K5+ (4)	P-KKt3	Q-K sq	Q-K2
	B-Q3		Q-K5	B×Kt (6)	P-B3+ (7)
10	O-O-O		O-O	Kt×B	
	Q-K2+		Q×R	QKt-Q2	
11			Q-Kt3+	B-K3	
				Q-K2+	

(1) Or 3 ..., P-K3 or 4!. (Maurian.) After 3 Kt-QB3, P-KB4!.

(2) If 6 ..., B-Q3; 7 O-O, Kt-B3 (or QKt-Q2, thence to B sq and Kt3 (C. E. R.)); 8 QKt-Q2, O-O (P-KR3!); 9 Kt-Kt5, P-KR3; 10 R×Kt, (if) P×R; 11 Kt-R7, R-K sq or P-B4; 12 Q-R5 with a strong attack; if 10 ..., Q×R; 11 QKt-K4, Q-K2; 12 Q-R5, B-Q2; 13 Kt-R7, K×Kt; 14 Kt-B6 ch, &c.; if 10 ..., P×Kt; 11 Q-R5+. A game Blackburne *v.* Farrar runs: 6 ..., B-K2; 7 O-O, Kt-B3; 8 QKt-Q2, P-KR3; 9 Kt-K4, O-O?; 10 KKt-Kt5, P×Kt; 11 Kt×P, B-Q2; 12 R×Kt, B×R; 13 Q-R5, R-K sq; 14 B-R7 ch, and mates next move.

(3) Or 6 ..., B-Q3 and Kt-Q2!. (C. E. R.)

(4) Threatening R×B; 9 Kt-Kt5 may also be played. The column is continued 9 ..., B-Kt3; 10 QKt-B3, QKt-Q2; 11 Q-K2, B-R4; 12 Q-K sq, B×Kt; 13 Kt×KBP!. (Blackmar *v.* Atkinson.)

(5) 5 ..., P-K4; 6 Q-R4 ch, B-Q2; 7 Q-Kt3, P-K5; 8 Kt-Kt5, Q-B3; 9 B-QB4, Kt-KR3; 10 R-B sq+. (Blackmar *v.* Labatt.)

(6) Or 9 ..., QKt-Q2!. (C. E. R.)

(7) Another game runs 9 ..., Kt-Kt3; 10 B-Kt3, P-B3; 11 B-B2, Q-B2, &c.

TABLE 147.—THE CENTRE COUNTER GAMBIT

1 P-K4, P-Q4.

	1	2	3	4	5
2	P×P (1)				
	Q×P				
3	Kt-QB3 (2)				
	Q-Q sq				
4	P-Q4			P-QB3	
	Kt-KB3 (3)				
5	B-Q3	Kt-KB3	B-QB4	Kt-B3	B-QB4 (9)
	P-KKt3	B-Kt5	B-Kt5 (5)	B-Kt5	B-B4
6	Kt-KB3	B-K2	Kt-B3 (6)	B-K2	Kt-B3
	B-Kt5	QKt-Q2	P-K3 (7)	B×Kt	Kt-B3
7	Castles	Castles	Castles	B×B	Castles
	B-Kt2	P-K3	B-K2	P-K3	P-K3
8	B-K3 (4)	B-KB4	P-Q5	Castles	B-B4
	Castles	B-Q3	P-K4!	Kt-B3	B-Q3
9	P-KR3	B-Kt3	P-KR3	Q-Q3 (8)	Q-Q2
	B×Kt	Castles	B×Kt	QKt-Q2	Q-B2
10	Q×B —	Kt-K5 —	Q×B —	B-Kt5 —	B-K5 —
	P-QB3 —	B×B —	—	B-K2 —	QKt-Q2 — (10)

(1) 2 P-Q4 transposes into the Blackmar Gambit, and 2 Kt-KB3 into the Tennison Gambit, *q.v.*

(2) If 3 P-Q4, Q-K5 ch; 4 B-K3, B-B4 (if P-K4, 5 Kt-Q2); 5 Kt-QB3, Q×BP; 6 Q×Q, B×Q; 7 R-B sq, B-B4; 8 Kt-Q5, &c.

(3) The usual 4 ..., P-QB3 should not be made until necessary. (J. E. H.)

(4) Or 8 R-K sq, (if) B×Kt; 9 Q×B, Q×P?; 10 Q×KtP+.

(5) If 5 ..., B-B4?; 6 Q-B3, Q-B sq. If 5 ..., P-KKt3; 6 Kt-B3, B-Kt2; 7 Castles, Castles =. If 5 ..., P-B3; 6 Kt-B3, B-B4.

(6) 6 P-B3, B-R4? (6 ..., B-B4; 7 P-Kt4, B-Q2 or B sq); 7 Kt-K2, P-K3; 8 P-KKt4, B-Kt3; 9 P-KR4, P-KR3; 10 B-B4, B-Q3; 11 Q-Q2, P-B3.

(7) If 6 ..., P-B3; 7 B×BP ch+.

(8) Or 9 R-K sq, B-K2; 10 Q-Q3. (Teichmann *v.* Lee.)

(9) Probably best, and certainly leading to more complication than is usual in this opening.

(10) Lee *v.* Farnsworth.

Table 148.—THE CENTRE COUNTER GAMBIT

1 P-K4, P-Q4.

	6	7	8	9	10
2	P × P			Kt-KB3	P-QB3
	Q × P			P-Q4 (6)	P × P
3	Kt-QB3			Kt × P (7)	P-K4 (9)
	Q-QR4			P-QB4	P × P
4	P-Q4 (1)			Kt-KB3	B × P
	Kt-KB3	P-QB3 !	P-K4? (4)	Kt-QB3	B-Kt5ch(10)
5	B-QB4 (2)	Kt-B3 (3)	P × P	P-K3 (8)	Kt-Q2
	P-QB3	B-Kt5	Q × P ch	Kt-B3	Kt-KB3
6	Kt-KB3 —	B-K2	B-K2	P-QKt3	B-Q3
	B-Kt5 —	Kt-B3	B-QKt5	B-B4	P-Q4
7		Castles	B-Q2 + (5)	B-Q3	P-K5
		P-K3		B-Kt3	Kt-K5
8		Kt-K5 —		B-Kt2	KKt-B3
		B × B —			

(1) 4 P-QKt4, Q × P; 5 R-Kt sq, Q-Q3 (best); a novelty which might possibly yield White an overwhelming attack. (J. E. Hall.)

(2) 5 B-Q2, QKt-Q2; if 6 Kt-K4, Q-Kt3!, or if 6 Kt-Kt5, Q-Kt3; 7 B-B4, Kt-Q4!. (J. E. Hall.) If 5 B-Q3, P-QB3; 6 KKt-K2, B-Kt5; 7 B-Q2, Q-B2; 8 Castles, P-K3.

(3) White may obtain a rapid development in several ways, but Black has a sound defence in any case.

(4) Mr. Hall has adopted the following experimental Gambit with fair success in off-hand games: 4 ..., P-QB4; 5 P × P, Kt-KB3; 6 B-K3, P-QR3! (very useful if followed by ... Kt-QB3). In this Mieses played 5 ..., P-K4 against Didier, and won (Paris, 1900).

(5) Morphy played 7 Kt-KB3, sacrificing a Pawn for the sake of development.

(6) Superseding 3 B-Kt5 ch, which attracted much attention when introduced in 1846.

(7) 3 ..., Q × P (best) may transpose into variations already examined.

(8) Preferable to 5 ..., B-B4, given in our last edition.

(9) Played frequently by W. Atkinson of Hull; unsound, but yielding Black a fine attack. 3 ..., Kt × P may also be played.

(10) 5 P-Q3 is best, or 5 P-KB3 (Philip); if 5 Q-R5, Kt-KB3; 6 Q × P ch, B-K2+.

SECTION VIII

TABLE 140.—THE QUEEN'S GAMBIT

1 P-Q4, P-Q4; **2** P-QB4, P×P.

	1	2	3	4	5
3	P-K3 (1)	P-K4	Kt-KB3! (9)		Kt-QB3
	P-K4! (2)	P-K4!	P-K3	Kt-KB3	Kt-KB3
4	B×P!	P-Q5 (7)	P-K3	P-K3	P-K3 (12)
	P×P	P-KB4!	Kt-KB3	B-Kt5	P-K4
5	P×P	B×P	B×P	B×P	B×P
	Kt-KB3 (3)	Kt-KB3	B-K2	P-K3	P×P
6	Kt-KB3 (4)	Kt-QB3	Kt-B3	Kt-B3	P×P —
	B-Q3!	B-Q3 (8)	O-O	P-QR3	B-Q3 —
7	O-O	Kt-B3	O-O	O-O	
	O-O	P×P	P-QKt3! (10)	B-K2	
8	P-KR3 (5)	Kt-KKt5	P-K4 —	Q-K2	
	P-KR3	B-KB4	B-Kt2 —	O-O	
9	Kt-B3	Q-R4 ch		R-Q sq	
	Kt-B3	QKt-Q2		Kt-B3	
10	B-K3 —	Kt-K6		P-QKt3	
	Kt-K2 (6)—	-K2		Kt-Q4	
11		O-O		B-Kt2 —	
		P-QR3		(11)—	
12		B-KKt5 —			
		R-QB sq —			

(1) If 3 Q ch, P-B3; 4 Q×P (B4), P-K4; 5 P×P, Q ch; 6 B or Kt in, Q×P=.
(2) If 3 ..., P-QKt4; 4 P-QR4, B-Q2!; 5 P×P, B×P; 6 P-QKt3 or Kt-QB3+.
(3) Or 5 ..., B-Q3!. (*Handbuch.*)
(4) Or 6 Q-Kt3 (or Kt-QB3), Q-K2 ch; 7 Kt-K2 (or B-K3!), Q-Kt5 ch; 8 QKt-B3, Q×Q; 9 B×Q, B-K2=.
(5) B-KKt5 would be premature before Kt-QB3. If now 8 B-KKt5, P-KR3; 9 B-K3!. (Potter.)
(6) 11 Kt-K sq, P-B3; 12 P-KKt4!, QKt-Q4; 13 Q-B3, B-K3. (Potter *v.* De Vere.)
(7) If 4 P×P, Q×Q ch; 5 K×Q, Kt-Q2; 6 P-B4, Kt-B4; 7 Kt-QB3, P-QB3; 8 KB×P, P-QKt4; 9 B-Kt3, P-Kt5; 10 Kt moves, Kt×P, &c. If 4 ..., Kt-KB3; 5 Kt-QB3, B-QB4; 6 B×P, Kt-Kt5; 7 Kt-R3, P-B4. (Steinitz *v.* Blackburne.)
(8) If 6 ..., P×P; 7 KKt-K2, and the KP is recovered shortly; 7 Kt×P, Kt×Kt; 8 Q-R5 is unsound. (*Synopsis.*) The column is Owen *v.* Boden.
(9) Blackburne's variation.
(10) If 7 ..., QKt-Q2; 8 P-K4, or 8 B-Q3, Kt-Kt3.
(11) 11 ..., B-B3; 12 Kt-K4, B-K2. (Blackburne *v.* Clerc.)
(12) If 4 P-K4, P-K4; 5 P×P?, Q×Q ch; 6 Kt×Q, Kt×P; 7 B×P, B ch; 8 K-B2, Kt-QB3+. See the Queen's Pawn Game for 2 ..., P-K3, &c.

BOOK V

THE CLOSE GAME

The Close Game comprises openings in which the centre of the board is occupied by the Pawns, while the minor pieces (with the exception of the King's Knight) are posted in the rear, to act as supports or for defensive purposes. The King's Pawn is usually advanced one square only. This may be done on the first move, as in the Van 't Kruys Opening and the French Defence, or postponed for a move or two, as in the English Opening and the Sicilian Defence. Mr. Zukertort frequently commenced with 1 Kt-KB3, but this is only a transposition, the following move being either P-K3 or P-Q4. Placed at K3 the Pawn is for some time a strong defence to the King after castling with King's Rook. The action of the adversary's King's Bishop at QB4 is blocked, and his Queen's Bishop becomes a more serviceable piece for attacking purposes, especially when planted on the long diagonal at QKt2 or QB3.

There is considerable liberty of action with regard to the order in which the first eight or ten moves are made on both sides. In the Queen's Pawn game the simplest course is for both parties to make similar moves as far as circumstances allow, but either player may vary to tempt a premature attack, or exchange. It is one of the points of this game that the pieces may be moved about repeatedly in the opening, in order to group the Pawns favourably. There are two main lines of advance. One is on the Queen's side, the QB Pawn and Q Pawn leading; the other on the King's side with the KB Pawn. The advance on the Queen's side although less direct is the most effective, and is sanctioned by the practice of the leading players. That on the King's side may generally be repelled with advantage. Hence it is customary to castle early in the game.

The French and Sicilian Defences may be converted into open games by an early exchange of Pawns, but experience has shown that the first player derives no benefit from this mode of proceeding.

SUMMARY OF THE SECTIONS INTO WHICH BOOK V. IS DIVIDED

SECTION I. *The French Defence.*
1 P-K4, P-K3, &c.

„ II. *The Sicilian Defence.*
1 P-K4, P-QB4, &c.

„ III. *The Queen's Pawn Game* (*including the Queen's Gambit Declined*).
1 P-Q4, P-Q4, P-QB4, &c.

„ IV. *The English Opening.*
1 P-QB4, P-K4, P-KKt3, P-K3, P-KB4, &c.

„ V. *The King's Bishop's Pawn Game.*
1 P-KB4, P-K3, P-Q4, P-KB4, &c.

„ VI. *The Van 't Kruys Opening.*
1 P-K3, P-K4, P-KB4, &c.

The Fianchetto Openings.
1 P-QKt3, P-K4, P-K3, &c.
1 P-KKt3, P-K4, &c.

„ VII. *The Fianchetto Defence.*
1 P-K4, P-QKt3, P-KKt3, &c.

„ VIII. *Unusual and Irregular Openings.*

SECTION I

THE FRENCH DEFENCE

1 P-K4, P-K3.

THE French Defence dates from Lucena (1497). It has been much favoured of late years in matches and tournaments. Mr. Potter, one of its chief exponents, notes that "though the adoption of 1 ..., P-K3 does not entirely deprive White of the profit derived from playing first, yet it goes nearer than any other defence in placing the players on equality at starting." In the resulting positions this opening has much in common with the Petroff Counter Attack and the Sicilian Defence, both of which it has to a great extent superseded in general practice. In some variations it gains a move on the former, and avoids certain minute disadvantages in the latter. A notable feature is the marked augmentation of the power of the Bishops with its corollary in a sensible diminution of scope on the part of the Knights. The tendency at the present time is to treat it as a variation of the Queen's Pawn Game, in which the first player gains nothing by advancing his King's Pawn two squares before his game is fully formed. Black's advance, when the centre is blocked, is with the QB Pawn, and the battle may be fought out on the Queen's wing. Or the first player may avail himself of his opponent's Queen's Bishop being shut out of the play to establish an attack on the King's side. This line of play has been strengthened since our first edition.

The Sicilian Defence is first mentioned in Polerio's MS. It should be studied along with the French. It had at one time the reputation of being the best reply to 1 P-K4, but this has not been confirmed by popular practice. Several eminent players have, however, held to the opinion that it is quite trustworthy.

Table 141.—THE FRENCH DEFENCE

1 P-K4, P-K3; **2** P-Q4, P-Q4; **3** P×P, P×P; **4** Kt-KB3 (1), Kt-KB3 (2); **5** B-Q3 (3), B-Q3.

	1	2	3	4	5
6	O-O				Kt-B3
	O-O				B-KKt5
7	Kt-B3 (4)				B-K3 (10)
	P-B3		B-K3	Kt-B3	Kt-B3
8	Kt-K2		R-K sq	B-KKt5	Q-Q2
	Q-B2	B-KKt5	Kt-B3	R-KKt5 (8)	O-O
9	Kt-Kt3	Kt-Kt3	Kt×QKt5	K-R sq (9)	P-KR3
	B-K3 (5)	Kt-R4 (6)	P-QR3 (7)	B-K2	B-K3
10	P-QKt3	P-KR3	Kt×B	Q-Q2 —	P-R3
	QKt-Q2	Kt×Kt	Q×Kt	Q-Q2 —	P-QR3
11	P-B4 —	P×Kt	Kt-K5		O-O —
	—	B-R4	Kt-K2		Kt-K2 —
12		P-KKt4 —	B-KKt5		
		B-Kt3 —	Kt-Kt3		
13			Q-Q2 —		
			QR-K sq —		

(1) If 4 P-QB4, Kt-KB3; 5 Kt-QB3, B-QKt5; 6 P-QR3, &c.; if 6 B-Q2, Q-K2 ch.

(2) If 4 ..., P-QB4; 5 B ch, Kt-QB3; 6 P-B4 (Lange); or 6 O-O, &c.

(3) 5 B-K3, B-Q3; 6 Kt-Q2, B-K3; 7 R-B sq, Kt-B3; 8 P-KR3, Kt-K2; 9 P-B4, P-B3; 10 B-Q3, O-O; 11 O-O, P-KR3; 12 R-K sq, Kt-Q2, &c. (Paulsen *v.* Schwede.) Or 5 ..., B-K2; 6 Kt-K5, Kt-B3. (Tschigorin *v.* Gunsberg.)

(4) Or 7 P-QB4 to open the QB file for his Rooks; Black may also reply to 7 Kt-B3 with P-QB4. Steinitz introduced here 7 P-QKt3.

(5) Or 9 ..., Kt-Kt5; 10 P-B3, P-KKt3. (Potter.) The column is Zukertort *v.* Sellman; White may continue by 10 R-K sq, Kt-B sq, and P-KR3; or by 10 B-K3.

(6) Or 9 ..., Q-B2; 10 P-KR3, B×P (B×QKt; 11 P×KB); 11 P×B, B×Kt; 12 P×B, Q×P ch; 13 K-R sq, Q×P ch; 14 Kt-R2, Kt-K5, ch. (Potter.)

(7) Or 9 ..., B-K2 first!. (C. E. R.)

(8) If 8 ..., B-K2; 9 R-K sq, P-KR3; 10 B-R4!. (*A. S.*)

(9) If 9 B×Kt, P×B; 10 Kt×P, B×P ch, &c.; or 9 ..., Q×B; 10 Kt×P, Q-R3+.

(10) 7 O-O, O-O; 8 P-KR3, B-R4; 9 P-KKt4, B-Kt3; 10 P-Kt5, Kt-R4; 11 Kt×P, P-QB3; 12 Kt-B3, Kt-Q2; 13 Kt-K4!. (Weiss *v.* Schwarz.)

TABLE 142.—THE FRENCH DEFENCE

1 P-K4, P-K3; 2 P-Q4, P-Q4.

	6	7	8	9	10
3	Kt-QB3 Kt-KB3				
4	B-KKt5 (1) B-K2		P-K5 KKt-Q2		
5	P-K5 KKt-Q2	B × Kt B × B	P-B4 P-QB4		Q-Kt4 (16) P-QB4
6	B × B (2) Q × B	Kt-B3 (7) O-O (8)	P × P B × P	Kt × P (14)	Kt-Kt5 P × P
7	Q-Q2 (3) P-QR3 (4)	B-Q3 (9) P-QKt3 (10)	Q-Kt4 (dia.) P-KKt3 (13)	Kt-B3 Kt-B3	Kt-KB3 Kt-QB3
8	Kt-Q sq (5) P-QB4	P-KR4 ! B-Kt2 (11)	Kt-B3 Kt-QB3	B-K2 Q-Kt3	B-Kt5 Kt × P (17)
9	P-QB3 Kt-QB3	P-K5 B-K2	P-QR3 Kt-Kt3	R-QKt sq Kt-Q2	Kt × Kt Kt × Kt
10	P-KB4 P-QKt4 ! (6)	B × P ch K × B	B-Q3 — B-Q2 —	B-Q2 (15)	Q-R5 Q-Kt3
11		Kt-Kt5 ch K-Kt3 (12)			B-KB4. P-Q6 (18)

(1) If 4 B-Q3, P-QB4!; if then 5 KP × P, Kt × P!. If 4 Kt-B3, B-Kt5; 5 B-Q3!, (if) Kt-B3; 6 B-KKt5 (Steinitz); or 4 P-B3, B-Kt5; 5 Q-Q3, &c.

(2) If 6 B-K3, P-QB4; 7 P-B4, Kt-QB3; 8 Kt-B3, Q-Kt3+.

(3) Or 7 B-K2. (C. E. R.) If 7 B-Q3, P-QR3 to play P-QB4. If 7 Kt-B3 or P-KB4, P-QR3, and P-QB4. Or 7 Kt-Kt5, Q-Q sq. (*C. M.*)

(4) Or 7 ..., O-O!; 8 Kt-Q sq (or K2) or P-B4; if 8 Kt-Kt5, Kt-Kt3. Or 7 ..., Kt-QB3; 8 Kt-Kt5, Kt-Kt3.

(5) To connect the Pawns and plant Knight on K3; 8 QKt-K2 or P-B4 may be played.

(6) 11 Kt-B3, P-B4 (or P-B3 to open the game on King's side); 12 Kt-K3, Kt-Kt3; 13 B-Q3, R-QKt sq (Winawer *v.* Blackburne); or Black may play 10 ..., P × P; 11 P × P, Q-Kt5, &c.

(7) Or 6 P-K5, B-K2; 7 B-Q3, P-QB4; 8 Q-Kt4. (Lee *v.* Leather.)

(8) 6 ..., P-QB4! (Steinitz), or 6 ..., Kt-B3 (C. E. R.). If 6 ..., P-QR3; 7 Q-Q2 (Salvioli); if 7 B-Q3, P-B4; 8 P × BP (or 8 P-K5, P × P; 9 P × B, P × Kt, &c.), B × Kt ch; 9 P × B, P × P; 10 B × P, Q × Q; 11 R × Q, P-B4; 12 B-Q3, Kt-Q2+. (Lasker.)

(9) Or 7 Q-Q2 or P-KR4. See diagram.

(10) If 7 ..., P-KR3!; 8 P-KKt4, &c. If 7 ..., P-B4; 8 P-K5, B-K2; 9 P×P, &c. If 7 ..., Kt-B3?; 8 P-K5, B-K2; 9 P-KR4, Kt-Kt5; 10 B×P ch, K×B; 11 Kt-Kt5 ch, B×Kt; 12 P×B dis ch, K-Kt sq; 13 Q-R5, P-B3; 14 P-Kt6, and wins. (Ward-Higgs *v.* Moriau.)

(11) Or 8 ..., B-R3!.

(12) 12 Kt-K2, B×Kt; 13 P×B, P-KB4; 14 KtP×P *en pas.*, R-R sq; 15 Kt-B4 ch, K-B2; 16 Q-Kt4, R×R ch; 17 K-Q2, P×P; 18 Q-Kt6 ch, K-K2; 19 Q-Kt7 ch, K-K sq; 20 Q-Kt8 ch, K-K2; 21 Q×P ch, K-B sq; 22 R×R, B-B sq. White mates in 4 moves. (Fritz *v.* Mason.)

(13) See diagram. 7 ..., O-O; 8 B-Q3, P-B4; 9 Q-R3, Kt-QB3; 10 Kt-B3, R-K sq. (Blackburne *v.* Burn.) Mr. Ranken prefers 8 ..., R-K sq followed by Kt-B sq. (*B. C. M.*, 1892, p. 77.)

(14) If 6 ..., Kt-QB3; 7 P-QR3, B×P; 8 Q-Kt4, &c.

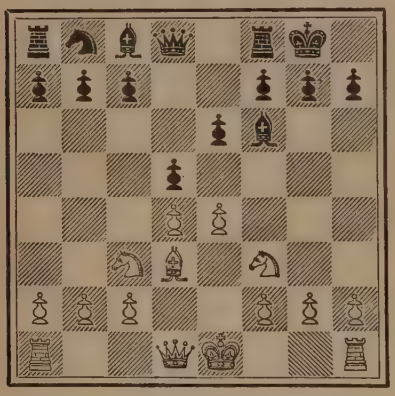
(15) To follow with Kt-QR4 and O-O. (Schallopp *v.* Tarrasch.)

(16) The Gledhill Attack. See *B. C. M.*, January 1909.

(17) 8 ..., Q-Kt3; 9 O-O, Kt×P; 10 Kt×Kt, Kt×Kt; 11 Q-R5, P-Q6.

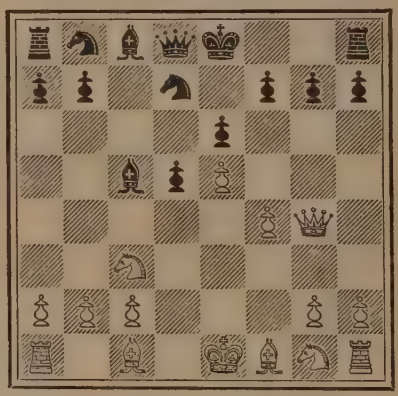
(18) Continued 12 B×Kt, Q×Kt; 13 KB×P, B-Kt 5 ch; 14 K-K2.

(Col. 7.)



After White's 7th move.

(Col. 8.)



After White's 7th move.

TABLE 143.—THE FRENCH DEFENCE

1 P-K4, P-K3; **2** P-Q4, P-Q4.

	11	12	13	14	15
3	Kt-QB3		Kt-Q2	B-Q3	P-K5
	B-Kt5 (1)	P×P?	Kt-KB3 (6)	P×P (7)	P-QB4
4	P×P (2)	Kt×P	P-K5	B×P	P-QB3 (9)
	P×P	Kt-KB3	KKt-Q2	Kt-KB3	Kt-QB3
5	Kt-B3 (3)	Kt×Kt ch	B-Q3	B-B3!	P-KB4 (10)
	B×Ktch (4)	Q×Kt	P-QB4	P-B4	Q-Kt3
6	P×B	Kt-B3	P-QB3	Kt-K2	Kt-B3
	B-Kt5	Kt-B3	Kt-QB3	Q-Kt3	B-Q2
7	B-K2	B-KKt5	Kt-K2	QKt-B3	B-K2
	Kt-KB3	Q-B4	Q-Kt3	B-Q2	Kt-R3 (11)
8	B-R3 —	B-Q3 —	Kt-KB3	O-O	O-O (12)
	—	Q-R4 ch —	P-B3	P×P	P×P
9		(5)	P×P	Q×P (8)	P×P
			Kt×P	B-B4	Kt×QP
10			Q-Kt3 —	Q-Q3 —	Kt×Kt
			—	B-B3 —	Kt-B4+

(1) Or 3 ..., B-K2 may now be played

(2) If 4 B-Q3, P-QB4!. If 4 P-K5, Kt-K2; 5 B-Q3, P-QB4; 6 P×P, P-Q5; 7 Q-Kt4, B-R4 or QKt-B3, &c.

(3) Or 5 B-Q3 to play Kt-K2.

(4) 5 ..., Kt-KB3; 6 B-Q3, Kt-B3!; or 6 ..., Q-K2 ch; 7 B-K3, Kt-K5 (Potter); if 6 ..., O-O; 7 O-O, B×Kt; 8 P×B, to follow with R-Kt sq and P-QB4 (Steinitz).

(5) If 8 ..., Q-Kt5; 9 P-KR3, Q×KtP; 10 R-R2+.

(6) If 3 ..., P-QB4; 4 QP×P, B×P; 5 P×P, P or Q×P=.

(7) 3 ..., P-QB4; 4 P-QB3, (if) Kt-QB3; 5 Kt-K2, Kt-B3; 6 P-K5, Kt-Q2; 7 O-O+.

(8) Or 9 Kt×P, Kt-B3 or B-Q3.

(9) 4 B-Kt5 ch, Kt-QB3; 5 B×Kt ch, P×B; 6 P-QB3, Q-Kt3; 7 Kt-B3, B-R3+.

(10) Or 5 Kt-KB3, Q-Kt3; 6 B-Q3, &c.

(11) Or 7 QR-B sq.

(12) If 8 P-QKt3, P×P; 9 P×P, B ch, with a good game.

Table 144.—THE FRENCH DEFENCE

1 P-K4, P-K3.

	16	17	18	19	20
2	P-K5 (1)		P-Q3	P-KB4 (6)	Q-K2 (9)
	P-Q4 (2)		P-Q4	P-Q4 (7)	P-QB4
3	P×P *en pas.*		Kt-Q2 (4)	P×P	P-KKt3
	P×P	B×P	P-QB4	P×P	Kt-QB3
4	P-Q4	P-Q4	P-KB4	Kt-KB3	Kt-KB3
	Kt-KB3	Kt-KB3 (3)	Kt-QB3	P-QB4 (8)	B-K2
5	P-KB4	B-Q3	Kt-KR3	P-Q4	B-Kt2
	P-Q4	Kt-B3	Kt-B3	Kt-QB3	P-Q4
6	B-Q3	P-B3	Kt-B2	P-B3	P-Q3
	Kt-B3	P-QKt3	B-K2	Kt-B3	Kt-B3
7	Kt-KB3	B-KKt5	P-B3	B-K3	O-O
	B-Q3	P-KR3	O-O (5)	Q-Kt3	O-O
8	P-B3	B×Kt		P-QKt3	
	Q-B2	Q×B		B-Q2	
9	P-KKt3	Kt-Q2		B-Q3	
	B-Q2	B-Kt2		R-B sq +	
10	QKt-Q2 —	Kt-K4 —			
	—	—			

(1) Played by Steinitz, but little favoured.

(2) If 2 ..., P-Q3, the same continuation follows. If 2 ..., P-QB4; 3 P-KB4, Kt-QB3; 4 Kt-KB3, P-Q4 (C. E. R.), or 4 ..., P-B3 (Zukertort). Or 2 ..., P-QKt3, keeping Queen's Pawn unmoved (Blackburne). If 2 ..., P-KB3; 3 P-Q4, P-QB4; 4 P×QBP, B×P; 5 Kt-QB3, Q-B2!; 6 B-KB4?, Q-Kt3; 7 Q-Q2, B×P ch, &c.+. (Steinitz *v.* Winawer.)

(3) 4 ..., Kt-K2; 5 B-Q3, Kt-Kt3; 6 Kt-KB3, Kt-B3; 7 Kt-B3, Kt-Kt5; 8 B-QB4, P-QB3; 9 Kt-K4, B-B2; 10 O-O, O-O; 11 R-K sq, Kt-Q4. (Steinitz *v.* Flechsig.)

(4) This column is by Mr. Fraser. If 3 P-QB3, P×P; 4 Q-R4 ch, B-Q2; 5 Q×KP, B-Q3; 6 Q-K2; or White may play P-QB3 on his second move, or 3 Q-K2 or B-Q2 to avoid the exchange of Queens.

(5) White advances on King's side.

(6) If 2 P-QB4, P-QB4; 3 P-Q4, P×P; 4 Q×P, Kt-QB3, and Black has gained a move. He may afterwards play P-KKt3 and B-Kt2, as by Staunton *v.* Cochrane and Horwitz. (W. W.)

(7) 2 ..., P-QB4 transposes into the Sicilian Defence.

(8) 4 ..., B-Q3; 5 P-Q4, Kt-KB3; 6 B-K2, O-O; 7 O-O, P-B4; 8 Kt-B3, Q-R4; (if) 9 B-K3, Kt-Kt5+.

(9) Introduced by Tschigorin. Mason remarks Black obtains a good working position.

SECTION II

THE SICILIAN DEFENCE

After being out of fashion for many years this Defence has again been frequently adopted in important contests, Messrs. Pillsbury, Janowski, and Mieses having played it with considerable success.

The chief cause of its unpopularity for a long period was, no doubt, the theory put forward by Mr. Steinitz, that an isolated Pawn was invariably a source of weakness, whereas, in many variations, notably that of Col. 1, Black's game would be preferred by many players in spite of this supposed drawback.

Players who object to the Ruy Lopez Attack, and who do not care to play P-K3 in reply to the first move, can hardly do better than the Sicilian, and if they would rather not risk an isolated Pawn on the Queen's file, they can fall back upon the variation in Col. 6, which keeps the Pawns together, at the cost, however, of a somewhat cramped position.

TABLE 145.—THE SICILIAN DEFENCE

1 P-K4, P-QB4.

	1	2	3	4	5
2	Kt-KB3		Kt-KB3	Kt-KB3	Kt-KB3
	P-K3		Kt-QB3	P-K3	P-K3
3	Kt-QB3	P-Q4	P-Q4	Kt-QB3	P-Q4
	Kt-QB3	P × P	P × P	Kt-QB3	P × P
4	P-Q4	Kt × P	Kt × P	P-Q4	Kt × P
	P × P	Kt-KB3	P-K3	P × P (11)	Kt-KB3
5	Kt × P	Kt-QB3	Kt-QB3	Kt × P	B-Q3
	Kt-B3	B-Kt5 (4)	Kt-B3 (7)	Kt-B3	Kt-B3
6	KKt-Kt5	B-Q3	Kt-Kt5	Kt × Kt !	B-K3 (15)
	B-Kt5	Kt-B3	B-Kt5 !	KtP × Kt	P-Q4
7	P-QR3 (1)	Kt × Kt	Kt-Q6 ch	P-K5	P × P (16)
	B × Kt	KtP × Kt	K-K2	Kt-Q4	Kt × P
8	Kt × B	P-K5	B-KB4	Kt-K4	Kt × Kt
	Castles	Kt-Q4	P-K4	P-KB4	P × Kt
9	B-KKt5	Q-Kt4	Kt-B5 ch	P × P *e.p.* (12)	Q-K2
	P-Q4 (2)	P-KKt3	K-B sq	Kt × P	B-Q3
10	P × P	Castles	B-Q2 (8)	Kt-Q6 ch	Kt-Q2
	P × P	B × Kt	P-Q4	B × Kt	Castles
11	B-K2	P × B	P × P (9)	Q × B	Kt-B3
	R-K sq	Castles	Kt × P	Q-K2	P-K4
12	Castles (3)	B-R6 (5)	Kt-Kt3 (10)	B-KB4	Castles KR
	P-Q5	P-KB4	B × Kt	Q × Q (13)	Q-K2 +
13	B × Kt	P × P *en pas.*	B × B	B × Q	
	Q × B	Kt × P	Kt × B	Kt-K5	
14	Kt-Q5	Q-Kt3 —	Q × Q	B-R3 +	
	Q-Q3	Kt-R4 (6) —	Kt × Q	P-Q4 (14)	

(1) For the consequences of Kt-Q6 ch, see Col. 3.
(2) If 9 ..., Q-R4; 10 B × Kt, P × B; 11 P-KB4, P-KB4; 12 Q-R5, P × P 13 Q × Q, Kt × Q; 14 Kt × P+.
(3) 12 B × Kt, Q × B; 13 Kt × P, Q × KtP, would be good for Black.
(4) Kt-QB3 at once is better.
(5) Or B-QR3.
(6) To be followed by R-B2 and Kt-Kt2.
(7) If 5 ..., B-Kt5; 6 Kt × Kt, KtP × Kt; 7 Q-Q4, &c.
(8) 10 B-KKt5, Q-R4; 11 B-Q2, P-Q4, &c.
(9) 11 Kt-Kt3, P-Q5; 12 Kt-Kt sq, Q-Kt3, &c.
(10) 12 Kt × Kt, B × B ch; 13 Q × B, B × Kt, &c.
(11) P-Q4 can be played here, but the isolated Pawn resulting requires care.
(12) 9 Kt-Q6, B × Kt; 10 P × B, Castles; 11 B-K2, P-K4; 12 Castles.
(13) Kt-K5 at once is perhaps better.
(14) After 15 B-Q3, Kt-B3; 16 Castles, K-B2, Black gets a very cramped game.
(15) The old-fashioned way of meeting the Sicilian Kt × Kt is better.
(16) 7 Kt × Kt, P × Kt; 8 P-K5, Kt-Q2; 9 P-KB4, P-KB4; 10 Castles, B-QB4; 11 Q-K2, Castles, and Black still has the better game.

TABLE 146.—THE SICILIAN DEFENCE

1 P-K4, P-QB4.

	6	7	8	9	10
2	Kt-QB3	Kt-QB3	B-QB4 (7)	P-Q4	P-QKt4 (12)
	Kt-QB3	P-K3	P-K3	P × P	P × P
3	Kt-B3	P-KKt3 (5)	Kt-QB3	Q × P (10)	P-QR3
	P-KKt3 !	Kt-QB3	Kt-K2 (8)	Kt-QB3	P-K4
4	P-Q4	B-Kt2	Q-K2	Q-K3	Kt-KB3
	P × P	Kt-B3	QKt-QB3	P-KKt3	Kt-QB3
5	Kt × P	KKt-K2	Kt-KB3	Kt-QB3	P × P
	B-Kt2	P-Q4	P-QR3	B-Kt2	B × P
6	B-K3	P × P	P-Q3	B-Q2	B-B4
	P-Q3 (1)	P × P	Kt-Kt3	P-Q3	Kt-B3
7	B-K2	P-Q4	Castles	Castles	Q-K2
	B-Q2	B-K3 (6)	B-K2	Kt-B3	Castles
8	O-O	Castles	B-K3	B-K2	Castles
	Kt-B3	Q-Q2	Castles (9)	Castles (11)	P-Q3 (13)
9	P-KR3 (2)	R-K sq			
	O-O	B-Q3			
10	Q-Q2	P × P			
	Q-R4 (3)	B × BP			
11	QR-Q sq (4)	Kt-B4			
	QR-B sq	Castles			
12	P × KB4	QKt × P			
	Kt × Kt	Kt × Kt			
13	B × Kt —	B × Kt +			
	B-B3 —	QR-Q sq			

(1) Or Kt-B3. The order of these moves is not of much consequence.
(2) It is better to prevent KKt-Kt5 and its exchange for the QB.
(3) P-QR3 or QR-B are also good continuations.
(4) 11 P-KB4 is bad on account of Kt × Kt; 12 B × Kt, Kt × P, &c.
(5) This move should lead to an even game.
(6) 7 ..., P × P; 8 Kt × P, B-QKt5, is better for Black; as played, he loses a move with the KB and eventually a Pawn.
(7) This is not a good move, neither is 2 P-KB4 nor 2 P-QB4.
(8) 3 ..., P-QR3; 4 P-QR4, Kt-K2; 5 P-Q4, P-Q4; 6 KP × P, KP × P; 7 B-K2, P × P; 8 Q × P, QKt-B3, &c.
(9) Black has rather the better position.
(10) P-QB3 is sometimes played, but White does not get enough for the Pawn given up, and if 2 Kt-KB3, Black replies with Kt-QB3 and not P-K4, although this Pawn could not be taken.
(11) The position is almost identical with a well-known one in the Centre Gambit, except that Black has an open QB file instead of a King file.
(12) The Sicilian is not a good opening to turn into a Gambit.
(13) Black is a Pawn up. Very little, if any, inferiority in position.

SECTION III

THE QUEEN'S PAWN GAME

1 P-Q4, P-Q4, &c.

P-Q4 on both sides is a primitive and classical method of commencing the Close Game. Ingenuity has striven to obtain special advantages or avoid special disadvantages by 1 P-QB4 (Sec. IV.) the English Opening, 1 P-QKt3 (Sec. VI.) the Fianchetto, P-K3 (Sec. VI.) Van 't Kruys Opening, Kt-KB3 (Sec. VIII.) Zukertort's Opening, and P-KB4 (Sec. V.) the King's Bishop's Pawn Game, sometimes called Bird's Opening, but the positions brought about are frequently identical, and the general treatment is the same. All these moves may follow P-Q4. The Queen's Pawn so placed stops combinations by the opponent's minor pieces against the KB Pawn and leads them to act independently of each other. Instead of attack we have development. The pieces are opposed to each other, or placed so as to be opposed when convenient, but there is an intervening array of Pawns, and it has often been noticed that the player who first breaks up this arrangement does not improve his position. He has to beware of having a minority of Pawns on Queen's side, of clearing the ground for his adversary's men, and of having his Pawn at K3 left on his hands useless and helpless. The Queen's Pawn Game is thus one for which patience and judgment are leading qualifications. It is frequently adopted by players who place reliance on their skill in mid-game tactics, and in recent tourneys has been more often played than any other opening, with the exception of the Ruy Lopez. The advance of the Pawns on Queen's side generally decides the result of a well-fought game. The first player may also play 1 P-Q3 for his opening move: the game will then most probably become a variation of the Philidor Defence, White having a move in hand.

The English Opening (1 P-QB4) is played either as a transposition of the Queen's Pawn Game or to tempt 1 ..., P-K4 on the other side, in which case White can play the Sicilian Defence with a move in hand. 1 P-QKt3 (the Fianchetto Attack) and 1 P-K3 (Van 't Kruys Opening) are moved with a similar object. 1 Kt-KB3 is a neutral move, which may be followed by any of the others above named according to Black's play. 1 P-KB4 is to give the player's Bishop, when posted at QKt2, free scope without intervening Pawns, and so secure a diagonal as well as a direct attack; but in this, as in other openings, the advance with KB Pawn is less sound than that with the Queen's Pawn.

TABLE 147.—THE QUEEN'S PAWN GAME

1 P-Q4 (1), P-Q4 (2).

	1	2	3	4	5
2	P-K3				Kt-QB3?(16)
	P-K3 (2a)	B-B4	Kt-KB3		P-QB4
3	Kt-KB3	Kt-KB3	Kt-KB3		B-B4 (17)
	Kt-KB3 (3)	P-K3	B-Kt5 (13)		P-K3
4	B-K2 (4)	B-K2	B-K2		P-K3
	B-K2 (5)	Kt-KB3	P-K3	B × Kt	P-B5
5	P-B4	O-O	P-B4	B × B	P-QKt3
	P-B4 (6)	B-Q3	P-B3	P-K3	B-Kt5
6	O-O	P-B4	Kt-B3	O-O	Kt-K2
	O-O	P-B3	QKt-Q2	B-Q3	Q-R4
7	P-QKt3	Kt-B3 (9)	Q-Kt3	P-B4	Q-Q2
	P-QKt3	Kt-Q2 (10)	Q-B2	P-B3	Kt-KB3
8	B-Kt2	P-B5 (11)	B-Q2	Kt-B3	P-B3
	B-Kt2	B-B2	R-B sq	QKt-Q2	P-QKt3
9	Kt-B3 (7)	P-QKt4	R-QB sq	P-QKt3	P × P
	Kt-B3	Kt-K5	B-K2	R-QB sq	B-R3 +
10	R-B sq	B-Kt2	P-KR3	B-Q2	
	R-B sq	P-KR4	B-R4	B-Kt sq	
11	Kt-QR4 —	P-Kt5 —	P × P	R-K sq —	
	(8) —	P-Kt4 — (12)	Kt × P! (14)	P-KR4 — (15)	

(1) 1 P-Q3, P-K4; 2 P-K4, P-Q4; 3 P × P, Q × P; 4 Kt-QB3, B-QKt5; 5 B-Q2, B × Kt; 6 B × B; compare Col. 5, p. 22. The same position springs from 1 P-K4, P-K4; 2 P-Q3, &c. If 1 ..., P-Q4; 2 P-QB3, P-K3 or 4; 3 P-K4, P × P; 4 Q-R4 ch, &c.

(2) If 1 ..., P-QB4; 2 P-Q5!; if 2 P × P, P-K3; 3 P-QKt4, P-QR4; 4 P-QB3, P-QKt3; 5 P-QR4, P × BP; 6 P-Kt5, P-Q4, &c.

(2a) 2 ..., Kt-QB3; 3 P-KB4, Kt-KR3. (Tschigorin.)

(3) Or 3 ..., P-QB4. Zukertort frequently transposed White's moves by 1 Kt-KB3, 2 P-Q4, 3 P-K3, &c.

(4) Or 4 P-QB4; or 4 B-Q3 favoured by Zukertort.

(5) Or 4 B-Q3 may be played, but the Bishop is sometimes useful at KB3 to oppose the adverse Bishop when planted at QKt2. See Note 8.

(6) Early exchanges of the centre Pawns are not advantageous.

(7) Or 9 QKt-Q2 to support the KKt, if played to K5, or to go (after R-K sq) to B sq and Kt3. (C. E. R.)

(8) With Black's King's Bishop placed at Q3 and his QKt at Q2, the line of play in this column might be continued thus: 11 ..., P×QP; 12 KP×P, P×P; 13 P×P, B-B5!; 14 R-B2, B-B3; 15 Kt-B3, B×Kt; 16 P×B, Kt-R4; 17 Kt-K4, Q-R5; 18 Kt-Kt3, QKt-B3, &c. See diagram.

(9) If 7 P-B5, B-B2; 8 P-QKt4, Kt-K5 (C. E. R.); if 8 Kt-B3, P-QKt4; 9 P-QKt4, P-QR4, &c.

(10) If 7 ..., P×BP; 8 P-QR4!.

(11) Or 8 Kt-K sq. See diagram.

(12) 12 Kt×Kt, B×Kt; 13 Kt-K5, &c. (Hull *v.* Glasgow.)

(13) 3 ..., P-B4; 4 P-QKt3, B-Kt5; 5 B-Kt2, P-K3; 6 B-K2.

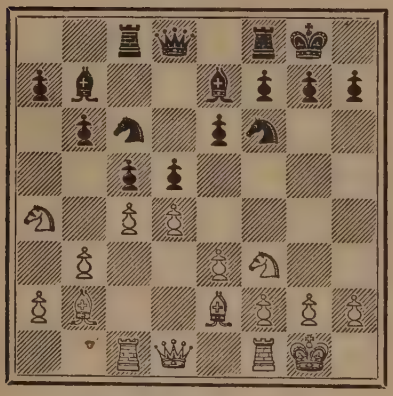
(14) 12 P-K4, Kt×Kt; 13 P×Kt, O-O; 14 O-O, and KR-K sq. (Zukertort *v.* Tschigorin.)

(15) Zukertort *v.* Mason.

(16) If 2 Kt-KB3, Kt-KB3; 3 P-K3, P-QB3; 4 B-Q3 or P-B4 followed in some events by Q-Kt3.

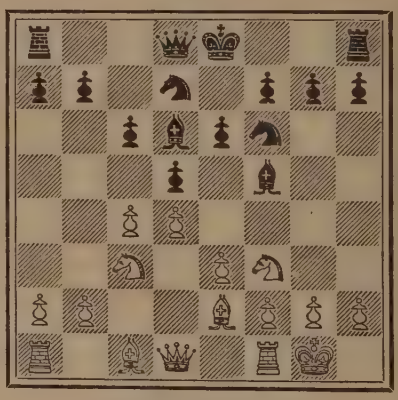
(17) If 3 P×P, P-Q5; 4 Kt-K4, P-B4; 5 Kt-Kt3, P-K4; 6 P-QKt4, P-QKt3; 7 B-R3, P×P, &c.; (if) 8 P×P, Q ch, and wins Bishop.

(Col. 1.)



After White's 11th move.

(Col. 2.)



After Black's 7th move.

TABLE 148.—THE QUEEN'S PAWN GAME

1 P-Q4, P-Q4.

	6	7	8	9	10
2	P-QB4				
	P-K3! (1)				
3	Kt-QB3 (2)				
	Kt-KB3 (3)				
4	B-Kt5 (4)		B-B4	Kt-B3	
	B-K2		P-QB4 (9)	P×P (10)	P-B4
5	P-K3		P-K3	P-K3	BP×P
	O-O (5)		P×QP	P-QR3	KP×P
6	Kt-KB3 (6)		KP×P	P-QR4	B-Kt5
	P×P	P-QKt3	P×P	P-B4	B-K3
7	B×P	B-Q3	B×P	B×P	P-K3
	QKt-Q2	B-Kt2	Kt-B3	Kt-B3	Kt-B3
8	O-O	O-O	Kt-B3	Castles	P×P
	P-B4	QKt-Q2	B-K2	B-Q2	B×P
9	Q-K2	P×P	O-O	Q-K2	B-Q3
	P-KR3	P×P	O-O	Q-Kt3	P-KR3
10	B-R4	R-B sq	R-K sq	R-Q sq	B-R4
	Kt-Kt3 (7)	P-B4 (8)		R-Q sq	Castles

(1) For 2 ..., P×P, see Queen's Gambit. 2 ..., P-QB3 (Steinitz). Tschigorin plays 2 Kt-QB3, and if 3 Kt-KB3, B-Kt5; 4 P×P, B×Kt. If 2 ..., Kt-KB3; 3 P×P, Q×P; 4 Kt-QB3, Q-QR4.

(2) Or 3 Kt-KB3.

(3) 3 ..., P-QB4; 4 Kt-B3, Kt-QB3; 5 P-K3, Kt-B3; 6 P-QR3, B-Q3?; 7 P×BP, B×P; 8 P-QKt4, B-Q3; 9 B-Kt2, Castles; 10 R-QB sq, P-QR4; 11 P-Kt5, Kt-K4; 12 P×P, P×P. (Lasker *v.* Tarrasch, 1908.) If 3 ..., P-QKt3; 4 P-K3, Kt-KB3; 5 Kt-B3, B-Kt2; 6 P×P, Kt×P, to keep the diagonal clear. 3 ..., B-Kt5, to double White's Pawns, is not good. (Steinitz.) 3 ..., P-QB3 is not satisfactory. 3 ..., P-QR3; 4 P×P, P×P; 5 Q-Kt3.

(4) 4 Kt-B3, P-B4; 5 B-Kt5, P×P; 6 KKt×P, P-K4. (Showalter *v.* Janowski.)

(5) If 5 ..., QKt-Q2; 6 R-B sq, Castles; 7 Kt-B3, P-B3; 8 B-Q3. (Pillsbury *v.* Showalter.)

(6) 6 B-KB4, P-B4. Or 6 Q-B3. (Bird.) If 6 Q-Kt3, QKt-Q2; 7 Kt-B3, P-B3. If 6 ..., P×P; 7 B×P, P-B4; 8 P×P, Q-R4. (Steinitz *v.* Lasker.)

(7) 11 P×P, B×P; 12 KR-Q sq, QKt-Q2; 13 P-K4+. (Zukertort *v.* Steinitz.)

(8) 11 P×P, P×P; 12 Q-R4, Kt-K5=. (Steinitz *v.* Anderssen.)

(9) This column is Zukertort *v.* Steinitz. If 4 ..., B-K2; 5 P-K3, O-O; 6 Kt-KB3, P-QKt3, &c. (Blackburne *v.* Taubenhaus.) If 6 ..., P-QR3; 7 P-B5. If 4 ..., B-Q3; 5 B-Kt3, Castles; 6 P-K3, P-QKt3; 7 R-B sq, B-Kt2. (Janowski *v.* Maroczy.)

(10) This column is Burn *v.* Steinitz. If 4 ..., P-B4; 5 B-Kt5, BP×P; 6 KKt×P, P-K4; 7 Kt-B2, P-Q5; 8 Kt-Q5, B-K3. (Showalter *v.* Janowski.)

Table 149.—THE QUEEN'S PAWN GAME

1 P-Q4, P-Q4.

	11	12	13	14
2	B-B4		Kt-KB3	
	P-K3	P-QB4	P-QB4	
3	Kt-KB3 (1)	B × Kt (3)	P × P (5)	P-B3
	Kt-KB3	R × B	P-K3	P × P
4	P-K3	P × P	P-K4 !	P × P
	B-Q3	Q-R4 ch	B × P	Kt-QB3
5	B-Kt3	Kt-QB3	P × P	Kt-B3
	O-O	P-K3	P × P	P-K3
6	B-Q3	P-K4	B-Kt5 ch	B-B4
	P-B4	B × P	Kt-B3	B-Q3
7	P-B3 ?	B-Kt5 ch (4)	Castles	B-Kt3
	Kt-B3	K-B sq	Kt-B3	B × B
8	QKt-Q2	P × P	Kt-B3	RP × B
	R-K sq	Q-Kt3	Castles	Kt-B3
9	Kt-K5		B-Kt5	P-K3
	Q-B2		B-K2	Q-R4
10	P-KB4 (2)		B × Kt	Q-Q2
			B × B	B-Q2 (7)
11			Q × P	
			B × Kt	
12			Q × Q	
			R × Q	
13			P × B	
			Kt-R4 (6)	

(1) The column is Mason *v.* Mackenzie. If 3 P-K3, Kt-KB3; 4 P-QR3!, P-B4; 5 QKt-B3 (or B-KKt5!), P-QR3.

(2) 10 ..., P × QP; 11 KP × P, P-KKt3; 12 O-O, K-Kt2; 13 Q-B2, KKt-Kt sq.

(3) If 3 P × P?, Kt-QB3; 4 Kt-KB3, P-B3; 5 P-K3, P-K4; 6 B-Kt3, B × P. (Mason *v.* Steinitz.)

(4) 7 P × P, Kt-B3; 8 B-Kt5 ch, K-K2; 9 Kt-B3, Kt × P? (B-Kt5!); 10 Q-Q2, Kt × Kt; 11 Q-Kt5 ch, P-B3; 12 Q × B ch, K-B2; 13 B-K8 ch, and wins Queen. (Mason *v.* Tschigorin.)

(5) 3 P-K3, B-Kt5; 4 P-KR3, B-R4; 5 B-K2, Kt-QB3. (Lee *v.* Atkins, 1909.)

(6) Tarrasch *v.* Lasker (1908 Match).

(7) Atkins *v.* Lee (1908 Tourney).

Table 150.—THE QUEEN'S PAWN GAME

1 P-Q4, P-KB4.

	15	16	17	18	19
2	P-QB4	Kt-KB3	P-K4 (5)		
	Kt-KB3	P-K3	P × P		
3	Kt-QB3	P-K3	Kt-QB3		P-KB3
	P-K3	Kt-KB3	Kt-KB3 (6)		P × P (10)
4	P-QR3 (1)	P-B4	B-KKt5		Kt × P
	B-K2	B-Kt5 ch	P-B3 !	P-K3	Kt-KB3
5	B-KB4	QKt-Q2	B × Kt	B × Kt	B-Q3
	O-O	P-QKt3	KP × B	Q × B	P-Q3 (11)
6	P-K3	B-K2	Kt × P	Kt × P	P-KR3
	P-QKt3 (2)	B-Kt2	Q-Kt3	Q-Kt3 (8)	Kt-B3
7	P-Q5 (3)	O-O	B-Q3 (7)	B-Q3	Kt-Kt5
	P-Q3	O-O	P-Q4 !	Q × P	P-KKt3
8	P × P	Q-B2	Kt-QB3	Q-R5 ch	Kt × P
	B × P	Kt-B3	Q × KtP +	P-KKt3	Kt × Kt
9	Kt-B3	R-Q sq		Q-K5	B × P ch
	Kt-K5	Q-K sq		Q × R	K-Q2
10	Kt × Kt	Kt-B sq —		Q × R	Q-R5 + (12)
	P × Kt (4)	B-K2 —		Q × KKt ch (9)	

(1) Not essential. P-KKt3 also good (see Note 5). 4 P-K3, P-QKt3; 5 B-Q3, B-Kt2.

(2) Or 6 ..., P-Q3, threatening Q-K sq and Kt-R4. (C. E. R.) Compare Table 152.

(3) Leipzig *v.* Hamburg. Englisch *v.* Bird continued 7 Kt-B3, B-Kt2; 8 B-Q3, Kt-K5; 9 P-KR4, &c.

(4) 11 Kt-Q4, Q-Q2; 12 R-B sq, B-B3=.

(5) Introduced by Staunton. Tschigorin played 2 B-KKt5, P-KR3; 3 B-R4, P-KKt4; 4 B-Kt3; (if) 4 ..., P-B5; 5 P-K3, P-KR4; 6 P × P, P-R5; 7 B-K2, P-Q4. (Bird.) Or 2 P-KKt3, Kt-KB3; 3 B-Kt2, P-K3; 4 Kt-KB3, B-K2; 5 P-B4, B-Kt5 ch; 6 KKt-Q2. (Steinitz *v.* Zukertort.)

(6) Potter *v.* Steinitz. If 3 ..., P-K3; 4 Q ch, &c.

(7) The *Handbuch* plays 7 Q-K2 to an ultimate win for Black.

(8) 6 ..., Q-K2; 7 B-Q3, P-Q4; 8 QKt-B3. (Gunsberg *v.* Bird.)

(9) Continued 11 K-Q2, Q × R? (Q × RP!); 12 Kt-B6 ch, K-B2; 13 Q-Kt8 ch, K × Kt; 14 Q × B ch, K-Kt4; 15 P-KB4 ch, K-Kt5; 16 B-K2 ch, K-R6; 17 Q-R6 ch, K-Kt7; 18 Q-Kt5 ch, K × P; 19 B-B3, and wins. (Göring *v.* Minckwitz.)

(10) Or 3 ..., P-K3; 4 Kt-B3. See *B. C. M.*, 1892, p. 363.

(11) Given in *A. S.* as Blackmar's Second Gambit. If 5 ..., P-K3, or P-KKt3; 6 Kt-Kt5, followed by Kt × RP, as in the From Gambit.

(12) If 10 ..., P-K3; 11 P-Q5, Kt-K4; 12 P × P ch, K moves; 13 B × Kt+. (*A. S.*)

SECTION IV

TABLE 151.—THE ENGLISH OPENING

1 P-QB4.

	1	2	3	4	5
1	P-QB4	P-K4			
2	P-B4	Kt-QB3	P-K3		
	P-B4	B-Kt5? (2)	Kt-KB3		Kt-QB3
3	P-Q3	Kt-Q5	Kt-QB3	P-QR3	P-QR3
	Kt-KB3	B-K2	B-Kt5 (6)	P-Q4	P-KKt3
4	Kt-QB3	P-Q4 (3)	Kt-Q5	P × P	Kt-QB3
	P-Q3	P × P	Kt × Kt	Kt × P	B-Kt2
5	P-K4	B-B4	P × Kt	Kt-KB3	P-Q3 (9)
	Kt-B3	P-QB3 (4)	O-O	B-Q3	P-Q3
6	Kt-B3	Kt × B (5)	B-B4	Kt-B3	B-K2
	P-K4	Kt × Kt	P-Q3	Kt × Kt	P-B4
7	B-Q2	Q × P	Kt-K2	KtP × Kt	B-Q2
	Q-K2	O-O	B-KB4	O-O	QKt-K2
8	P-QR3	P-K4	O-O	P-Q4	Q-B2
	P-KKt3 (1)	P-Q4	Kt-Q2	P × P (8)	P-B3
9	P-KKt3 —	O-O-O	P-Q4 (7)	BP × P	Kt-B3 —
	B-Kt2 —	B-K3		P-QB4	Kt-B3 —
10		Kt-B3		P-Q5	
		Kt-Q2		Kt-Q2	
11		Kt-Kt5		B-Kt2	
		P-KR3		Kt-B3	
12		KP × P —		B-B4	
		B-B4 —		P-QR3+	

(1) In this column the mid-game position is approached in the simplest manner. If 8 ..., KP × P; 9 B × P, P × P; 10 P × P, Kt × P; 11 Kt-Q5, &c.

(2) This column is London *v.* Vienna. 2 ..., Kt-KB3, and P-KKt3 are transpositions of Cols. 3 and 5.

(3) If 4 P-K3, Kt-KB3; 5 Kt × B, Q × Kt; 6 Kt-K2, P-QKt3; 7 Kt-B3, B-Kt2; 8 P-B3, Kt-R4; 7 P-KKt3, P-KB4+.

(4) Or 5 Kt-QR3!.

(5) If 6 Kt-B7 ch, Q × Kt; 7 B × Q, B-Kt5 ch, and Black wins a Pawn.

(6) For 3 P-Q4 see Van 't Kruys Opening, Col. 1.

(7) Zukertort's correction of 4 Kt-K2, as given in our first edition.

(8) Steinitz *v.* Rosenthal. Or 8 P-K5!.

(9) Skipworth *v.* Winawer. Or 5 Kt-B3, KKt-K2; 6 B-K2, P-Q4; 7 P × P, Kt × P; 8 O-O, O-O; 9 Q-B2, &c. (Zukertort *v.* Blackburne.)

TABLE 152.—THE ENGLISH OPENING

1 P-QB4.

	6	7	8	9	10
1	P-K3	P-KB4 (3)			P-KKt3
	P-K3 (1)	P-K3		P-KKt3 (6)	P-Q4
2	P-KB4 (2)	P-K3		P-K3	B-Kt2
	P-KKt3	Kt-KB3	Kt-QB3	B-Kt2	Kt-KB3
3	Kt-KB3	P-QKt3	Kt-KB3	Kt-KB3	P-Q3
	B-Kt2	P-QR3	P-Q4 (4)	P-QR3	P-K3
4	P-B3	B-Kt2	P-QKt3 (5)	P-Q4	P-KB4 (8)
	Kt-KB3	Kt-B3	Kt-B3	P-Q4	B-K2
5	P-Q4	Kt-KB3	B-Kt2	Kt-B3	P-B3
	P-Kt3	P-Q4	P-KKt3	Kt-QB3	O-O
6	B-Q3	B-K2	B-Kt5	P-KKt3	Q-B2
	B-Kt2	B-Q3	B-Kt2	Kt-B3	Kt-B3 —
7	O-O	O-O	O-O	B-K2	Kt-B3 —
	O-O	P-Q5	O-O	O-O	
8	QKt-Q2	P-QR3	B × QKt	O-O	
	P-Q4	O-O	P × B	B-R6	
9	P-QKt3	Q-K sq	P-Q4	R-K sq	
	Kt-B3	P-QKt4	Kt-K5	P-B5	
10	Q-K2	B-Q3	QKt-Q2	Kt-K5	
	P-QR3	Q-Kt3 —	P-B4 —	P-K3	
11	B-Kt2	Q-Kt3 —	P-B4 —	B-B3 (7)	
	Q-B2 —			P-KR4 —	
12	Kt-K5 —			Q-K2 —	

(1) 2 P-Q4, P-Q4 transposes into the QP game, which may be brought about in various ways as ultimately in this column played between Steinitz and Gelbfuhs. In Cols. 7 and 8 Black transposes moves 1 and 2.

(2) 2 ..., P-QB4; 3 P-QKt3, P-Q4; 4 Kt-KB3, P-Q5. (Liverpool *v.* Calcutta.) See Table 154, Col. 2, for 3 P-Q4.

(3) This column is Skipworth *v.* Burn. Against Steinitz, Paulsen played 1 ..., P-Q3; 2 P-Q4, P-KKt3; 3 Kt-QB3, B-Kt2, &c.

(4) A position in the Van 't Kruys Opening.

(5) Mason *v.* Tschigorin. Or 4 ..., B-K2; 5 B-Q3, P-QKt3; 6 Kt-R3, B-Kt2; 7 O-O, O-O, &c. (Hruby *v.* Mason.)

(6) 2 P-Q4, P-K3; 3 Kt-QB3, Kt-KB3; 4 P-QR3, B-K2; 5 P-K3, O-O; 6 B-Q3, P-QKt3, &c. (Neumann *v.* Paulsen.) The column is Wisker *v.* Bird.

(7) Or 11 P-KKt4!. (C. E. R.)

(8) Potter against Zukertort. The objection to this move is that it leaves a weak KP if followed by P-Q4, or permits White to play P-Q5 as in Col. 7.

R

SECTION V

TABLE 153.—THE KING BISHOP'S PAWN GAME

1 P-KB4.

	1	2	3	4	5
1	P-K3 (1)		P-Q4	P-KB4 (11)	
2	Kt-KB3 (2)		P-K3 (8)	P-K3	P-K4
3	Kt-KB3 (3)	B-K2	P-QB4	P-K3	P×P
	P-K3	P-K3	Kt-KB3	B-K2	P-Q3
4	B-K2	P-QKt3	P-K3	Kt-KB3	P×P
	B-K2 (4)	B-K2	P-QKt3	P-QKt3	B×P
5	P-QKt3	B-Kt2	Kt-KB3	B-K2	Kt-KB3
	O-O	O-O	B-Kt2	B-Kt2	Kt-KB3
6	B-Kt2	Kt-KR3 (6)	Kt-B3	O-O	P-K3
	P-QKt3	P-B4	B-Kt5 (9)	Kt-KB3	Kt-Kt5
7	O-O	O-O	B-Q2	P-Q3	P-KKt3 (12)
	B-Kt2	Kt-B3	O-O	P-QR4	P-KR4
8	P-B4	P-KB4 (7)	B-K2	Kt-K5 ?	B-R3
	Q-K sq	P-QKt3	B×QKt	P-Q3	P-R5
9	Kt-B3	B-KB3	B×B	B-B3	B×Kt
	P-KR3	B-Kt2	P-Q3	P-B3	P×B
10	P-Q4 (5)	P-Q3	O-O	Kt-B4	Kt-Q4
		P-Q4	Kt-Kt5 —	P-QKt4	P×P
11		Kt-Q2	B-K sq —	KKt-Q2	Q-K2
		Q-Q2	(10)	Q-Kt3	R×P
12		Q-K2		Q-K sq	R×R
		QR-K sq —		Kt-Q4 +	P×R
		R-B2 —			Q-Kt5ch (13)

(1) 1 ..., P-K4; 2 P-K4 leads into the King's Gambit. See also the From Gambit.

(2) 2 P-K4, P-Q4 or P-QB4 transposes into the Sicilian Defence.

(3) Or 2 P-QKt3. (Blackburne.)

(4) Or 4 P-QKt3, O-O; 5 B-Kt2, P-QKt3; 6 P-QR4 (Bird), B-Kt2; 7 B-K2!.

(5) Mr. Potter notes that this line of play foils White's chances.

(6) Mason *v.* Schallopp. Zukertort and Hoffer prefer 5 ..., Kt-KB3.

(7) I much prefer P-Q4. (C. E. R.)

(8) Or 2 Kt-B3, P-KKt3; 3 P-K3, B-Kt2. When the KB is played on the other diagonal, Bird's attack on the KKt Pawn with Bishop posted on QKt2 and Queen on KKt3 (*via* K sq) is not easily met. (Lasker.)

(9) 6 B-K2, B-K2; 7 O-O, P-QR3: Bird *v.* Tarrasch continued 8 Kt-K5, Q-B2; 9 P-Q3, O-O; 10 Kt-Q2, Kt-Q2; 11 QKt-B3, P-B3; 12 Kt×QKt, Q×Kt; 13 Q-K sq, P-QKt4; 14 P-QR4, B-Kt2; 15 Q-K sq, &c.

(10) Burn against Thorold played 10 ..., R-B sq.

(11) If 1 ..., P-KKt3; 2 P-K4. (C. E. R.) The column is Bird *v.* Pitschel.

(12) Or 6 ..., Q-K2; (if) 7 Kt×RP, Kt×Kt; 8 Q ch, K-Q sq; 9 B×Kt, P-KKt3+.

(13) 13 K-B sq, Q-KR5; 14 B-Kt6 ch, K-K2; 15 Q-KR5, and wins. (Bird *v.* Gelbfuhs.)

SECTION VI

TABLE 154.—THE VAN 'T KRUYS AND FIANCHETTO OPENINGS

	1	2	3	4	5
1	P-K3		P-QKt3		P-KKt3
	P-K4 ?	P-KB4 (2)	P-K4	P-K3 (6)	P-K4
2	P-QB4	P-QB4	B-Kt2	B-Kt2	B-Kt2
	Kt-KB3	P-K3	P-KB3	P-KB4	P-Q4
3	Kt-QB3	P-Q4 (3)	P-K3	P-K3	P-Q3
	P-Q4	Kt-KB3	P-Q4	Kt-KB3	Kt-KB3 (8)
4	P × P (1)	P-B4	Kt-K2 (4)	P-QB4	P-KB4
	Kt × P	P-B4	Kt-KR3	B-K2	P × P
5	Kt-B3 +	P-Q5	Kt-Kt3	P-QR3	QB × P
		Q-B2	B-K3	P-Q3	B-Q3
6		Kt-KB3	P-QB4	P-Q4	B-Kt5
		B-K2	P-B3	O-O	P-B3
7		B-K2	B-K2	Kt-KB3	Kt-QB3
		O-O	B-Q3	P-QKt3	QKt-Q2
8		O-O	O-O	P-Kt3	Kt-B3
		P-QKt3	O-O	B-Kt2	O-O
9		Kt-B3	P-Q3	B-Kt2	P-K4
		P-QR3	Kt-Q2	Kt-K5	Q-Kt3
10		P-QKt3	Kt-B3	O-O	Q-Q2
		B-Kt2	P-R3 ! (5)	Kt-Q2	+
11		B-Kt2	B-B3 —	Kt-K sq	
		P-QKt4	Kt-Kt3 —	QKt-B3	
12		P × KP —		P-B3	
		QP × P —		Kt-Kt4 + (7)	

(1) 4 P-Q4, KP × P ; 5 KP × P, B-QKt5 ; 6 Kt-B3, Kt-K5 ; 7 Q-Kt3, Q-K2 ; 8 B-K3, O-O ; 9 B-K2 (if P × P, R-K sq ; threatening Kt × P), Kt-QB3, &c.

(2) 1 ..., P-K3 or P-Q4 ; 2 P-Q4 transposes into the QP game.

(3) The position is that in the English Opening. The play is Zukertort *v.* Anderssen.

(4) Or 4 P-Q4 ! . (C. E. R.) The column is Skipworth *v.* Burn.

(5) To prevent 10 P × P, P × P ; 11 Kt-Kt5, B-Kt sq ; 12 B-R3, &c.

(6) Or 1 ..., P-Q4, (if) 2 B-Kt2, P-KB3 ; followed by Kt-KR3, and Kt-B2.

(7) The position may be brought in the QP game, or English, or Van 't Kruys Opening. (Cols. 1–2.) Black may now play his Queen out *via* King's square.

(8) Or 3 ..., P-KB4 (Steinitz) ; if then 4 P-KB4, Kt-QB3, stopping the advance of White's King's Pawn. The column is Burn *v.* Owen.

SECTION VII

TABLE 155.—THE FIANCHETTO DEFENCE

1 P-K4.

	1	2	3	4	5
1	P-QKt3 (1)				P-KKt3
2	P-Q4				P-Q4 (8)
	P-K3		B-Kt2	P-KKt3	P-Q3
3	B-Q3	P-Q5	P-KB3 (5)	B-Q3	B-Q3
	B-Kt2	B-Kt2	P-K3	B-QKt2	Kt-KB3
4	Kt-K2 (2)	P-QB4	B-Q3	B-K3	P-QB4
	Kt-KB3	B-B4	P-QB4	B-Kt2	B-Kt2
5	Kt-Kt3	Kt-QB3	P-B3	Kt-KB3	Kt-QB3
	P-B4	Kt-K2	P × P (6)	P-K3	O-O
6	P × P !	B-K2 (4)	P × P	Kt-B3	P-B4
	KB × P (3)	Kt-Kt3	B-Kt5 ch	Kt-KB3	P-K4
7	Kt-B3	Kt-B3	Kt-B3	Q-K2	BP × P
	Kt-B3	O-O	Kt-K2	Kt-B3 (7)	P × P
8	B-KB4 —	P-QR3	Kt-K2	P-K5	P-Q5 (9) —
	P-Q4 —	P-QR4	O-O	Kt-Q4	P-B3 —
9		O-O —	O-O —	Kt × Kt +	
		P-B4 —	—		

(1) 1 P-QKt3 for the first player resolves shortly into a variation of the QP game, unless P-K4 follows, for which see p. 259.

(2) Or 4 Kt-KR3 (Tschigorin *v.* Skipworth). Or 4 B-K3, Kt-KB3 ; 5 Kt-Q2, P-B4 ; 6 P-QB3, Kt-B3 ; 7 R-B sq, Q-B2 ; 8 Kt-R3, P-Q3 ; 9 O-O, O-O-O, &c. (Ranken *v.* McDonnell.)

(3) If 6 ..., P × P ; 7 P-QB4 with a good game.

(4) Or 6 P-KKt3 to play B-Kt2. (C. E. R.)

(5) Or 3 B-Q3, P-KB4 ; White may continue by 4 P-KB3, and afterwards Kt-KR3 and B2. Another course is 4 P × P, B × P ; 5 Q-R5 ch, P-KKt3 ; 6 P × P, B-KKt2 (if 6 ..., Kt-KB3 ; 7 P × P dis ch, and B-Kt6 mate !) ; 7 P × P dis ch, K-B sq ; 8 P × Kt (Queen) ch, K × Q ; 9 Q-Kt4, B × R ; 10 P-KB3, &c. (W. W.)

(6) Or 5 ..., Kt-QB3 ; 6 Kt-K2, P × P, &c. (Burn *v.* Owen) ; or 6 P-Q5, Kt-K4 ; 7 B-K2+. (C. E. R.)

(7) 7 ..., O-O is better, followed by P-Q4. (C. E. R.)

(8) 2 P-KB4, P-K3 ; 3 Kt-KB3, P-QB4 ; 4 P-Q4, P-Q4 ; 5 Kt-B3, B-Kt2, &c. (*Handbuch.*)

(9) If taken, the Pawn is recovered by Kt-Kt5.

SECTION VIII

TABLE 156.—UNUSUAL AND IRREGULAR OPENINGS

	1	2	3	4	5
1	P-K4	P-K4	P-K4	P-K4	Kt-KB3 (12)
	P-K4	P-Q3	P-QB3 (6)	Kt-QB3	P-Q4
2	P-QB3	P-Q4 (4)	P-Q4	P-Q4 (9)	P-K4 (13)
	P-Q4! (1)	Kt-KB3 (5)	P-Q4	P-K4	P × P
3	Kt-B3 (2)	B-Q3	P × P (7)	P × P (10)	Kt-Kt5
	P × P (3)	Kt-B3	P × P (8)	Kt × P	Kt-KB3 (14)
4	Kt × P	P-QB3	B-Q3	P-KB4	B-B4 (15)
	B-Q3	P-K4	Kt-QB3	Kt-Kt3	P-K3
5	Kt-B4	P-Q5	P-QB3	B-K3	Q-K2
	B-K3	Kt-K2	Kt-B3	B-Kt5 ch	Q-Q5
6	P-Q4	P-KR3 —	Kt-B3	P-B3	P-QB3
	P × P *en pas.*	Kt-Kt3 —	B-Kt5	B-R4	Q-K4
7	B × P		P-KR3	Kt-KB3	P-Q3 —
	Kt-K2		B-R4	B-Kt3	(16)—
8	O-O —		B-KB4	Q-Q2	
	O-O —		P-K3	P-QB3	
9			QKt-Q2	Kt-R3 +	
			B-Q3	(11)	
10			B × B —		
			—		

(1) If 2 ..., Kt-KB3; 3 P-KB4, Kt × P; 4 Q-B3, as in the defence to the Greco Counter Gambit; if 3 P-Q4, Kt × P; 4 P × P, P-Q4; 5 B-K3, B-K3 or Q-B4 =.

(2) 3 P × P, Q × P; 4 P-Q4, P × P; 5 P × P, P-QB4; 6 B-K3, P × P; 7 Q × P =; if 4 ..., Kt-QB3; 5 Kt-B3, P-K5. See Table 27, Note 13.

(3) Or 3 ..., P-KB3, as in Staunton's Opening; or 3 ..., Kt-QB3.

(4) 2 Kt-QB3, P-K4; 3 Kt-B3; see Philidor's Defence. Or 2 P-KB4, P-K4; 3 P-Q4, Kt-KB3; 4 Kt-QB3, &c. (C. E. R.)

(5) 2 ..., P-KKt3; see Fianchetto Defence, p. 260, Col. 5. If 2 ..., P-KB4; 3 Kt-QB3 (or 3 B-Q3, P × P; 4 B × P, &c.), Kt-KB3; 4 P-K5, P × P; 5 P × P, Q × Q; 6 Kt × Q, Kt-Kt5; 7 P-KB4!; if 3 ..., P-K4; 4 Kt-KB3 transposes into Philidor's Defence.

(6) If 1 ..., P-KB4; 2 P × P, Kt-KB3; 3 P-KKt4, as in the defence to the King's Gambit. If 1 ..., P-KB3?; 2 P-Q4, P-K3; 3 B-Q3, Kt-K2; 4 Kt-KB3; if 4 P-Q5, P-Q3. 1 ..., P-QB3 is known as the Caro Kahn Defence.

(7) If 3 P-KB3, P-K3!; 3 ..., P×P on this move opens White's game. If, however, 3 Kt-QB3, P-K3?; 4 B-Q3, Kt-B3; 5 P-K5, KKt-Q2; 6 P-B4 or QKt-K2; if 3 ..., P×P!; 4 Kt×P, B-KB4 or P-K4. If 3 P-K5, B-B4; 4 P-KB4 or B-Q3.

(8) If 3 ..., Q×P; 4 Kt-QB3, as in the Centre Counter Gambit. The column is given in the *Handbuch*.

(9) 2 Kt-KB3 will transpose shortly into a regular opening.

(10) 3 P-Q5, QKt-K2; 4 B-Q3, P-Q3; 5 P-QB4, P-KB4; 6 P-B4, &c.

(11) 9 ..., KKt-K2; 10 B-Q3! (Salvioli.)

(12) If 1 Kt-QB3, P-Q4; 2 P-K3, P-K4; 3 P-KKt3, B-K3; 4 P-Q4, P×P; 5 Q×P, Kt-KB3; 6 B-Q2, B-K2+.

(13) This column is the Tennison Gambit. After 2 P-Q4, B-Kt5 Mr. Ranken gives 3 QKt-Q2 followed by P-B4; Salvioli plays 3 Kt-K5, B-R4; 4 P-KKt4, B-Kt3; 5 P-KR4, &c. See also Col. 6.

(14) 3 ..., Q-Q4; 4 P-Q4, P×P *en pas.*; 5 B×P, &c.; if 4 P-KR4, Kt-KB3; 5 Kt-QB3, Q-K4+. (C. E. R.) If 3 ..., P-KB4; 4 B-QB4!, Kt-KB3?; 5 B-B7 ch, K-Q2, 6 Kt-K6 wins.

(15) 4 Kt-QB3, B-Kt5; 5 B-K2, B-B4; 6 B-B4, P-K3; 7 Q-K2, Q-Q2; 8 KKt×P (K5), Kt×Kt; 9 Kt×Kt, Kt-B3 and O-O-O (Golmayo); or 7 ..., Kt-B3; 8 KKt×P (K5), Kt×Kt; 9 Kt×Kt, Kt-Q5; 10 Q-Q3, Q-R5; 11 Q×Kt, Q×Kt ch+. (C. E. R.)

(16) This opening may be made a variation of the Centre Counter Gambit, viz. 1 P-K4, P-Q4; 2 Kt-KB3, &c.

For variations springing from 1 P-Q3 see the Queen's Pawn Game, p. 251, Note 1.

TABLE 157.—UNUSUAL AND IRREGULAR OPENINGS

	6	7	8	9	10
1	Kt-KB3	P-QR4 (2)		P-Q4	P-QKt4
	P-K3 (1)	P-K4		P-Q4 (6)	P-K4 (9)
2	P-Q4	P-QB3	P-R5	P-KB4	B-Kt2
	Kt-KB3	P-Q4	P-Q4 (4)	P-K3 (7)	P-Q3 (10)
3	P-K3	P-Q4	P-K3	Kt-KB3	P-K3 (11)
	P-QKt3	P-K5	Kt-KB3	Kt-KB3	B-B4
4	B-K2	B-B4	P-R6	P-K3	B-K2 (12)
	B-Kt2	B-Q3	P × P (5)	B-Q3 (8)	Kt-Q2
5	O-O	B × B	Kt-KB3	B-Q3	P-Q3
	B-K2	Q × B	B-Q3	P-B4	P-Q4
6	P-B4	P-K3	P-Q4	P-B3	P-QR3
	O-O	B-K3+ (3)	B-KKt5	Kt-B3	P-QB4
7	Kt-B3		P × P	O-O	P × P
	P-Q4		B × P	P-QR3	Q-R4 ch
8	P-QKt3		P-KR3	B-Q2	Q-Q2
	P-B4		B × Kt	O-O	Q × BP
9	B-Kt2 —		Q × B —	B-K sq —	Kt-KB3 —
	Kt-B3 or Q2—		P-B3 —	—	B-Q3 —

(1) Or 1 ..., P-Q4; 2 P-Q4, P-K3; 3 P-K3, &c. The column is Zukertort *v.* Noa, and transposes into the Queen's Pawn Game, Col. 1, p. 251. See also Col. 5, p. 251.

(2) Or 1 P-QR3, when if P-K4; 2 P-QB4, playing the Sicilian Defence with a move gained. Black may, however, reply 1 ..., P-Q4!.

(3) Ware *v.* Keyes; Black played 6 ..., B-B4. Cols. 7–8 are the "Meadow Hay" Opening, invented by Mr. Preston Ware of Boston, U.S.

(4) Or 2 P-QR3!.

(5) Or 4 P-QKt3.

(6) 1 ..., Kt-KB3; 2 P-KB4, P-KKt3; 3 Kt-KB3, B-Kt2; 4 P-K3, P-Q3; 5 B-K2, O-O; 6 O-O, QKt-Q2; 7 P-B4, P-B3; 8 Kt-B3, Q-B2; 9 P-K4, P-K4. (Ware *v.* Paulsen.) The column is "The Stonewall Opening," introduced by Mr. Ware.

(7) 2 ..., B-B4 is also a good move. (C. E. R.)

(8) Or 4 ..., B-K2!.

(9) Or 1 ..., P-QR4; 3 P-Kt5, P-QB3; 3 P-QR4, P-K4. (Jenkins *v.* Blackburne.) Or 1 ..., P-K3, or P-QKt3. Or 1 ..., P-Q4!; 2 B-Kt2, P-K3; 3 P-QR3, P-QB4+. (C. E. R.)

(10) Or 2 . ., P-KB3.

(11) Or 3 P-Kt5, P-QR3; 4 P-QR4, &c.

(12) Or 4 Q-B3!.

BOOK VI

GAMES AT ODDS

SUMMARY OF SECTIONS

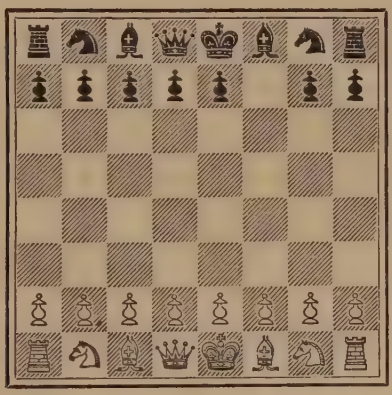
SECTION I. *The Pawn and Move Game.*

„ II. *The Pawn and Two Moves Game.*

„ III. *The Odds of a Knight.*

SECTIONS I AND II

THE PAWN AND MOVE ALSO PAWN AND TWO MOVES GAMES



It has been noted by Mr. Potter in the *Westminster Papers*, that one of the most important principles of the Pawn and One or Two Moves Game is that the Royal Pawns, unless provoked, should be kept on their own half of the board until everything is matured for the Rubicon to be crossed with effect. The preliminary consideration for the odds giver is to guard against a check by the White Queen at KR5. This is, however, not unfrequently a harmless move which may be permitted with impunity or even invited as a premature attack. Another point for Black, if his opponent will give him time, is to castle on his King's side, so as to command the open King's Bishop's file with his Rook. If he castles on the Queen's side he is not only exposed to the ordinary disadvantages of that proceeding when adopted by the second player, but his King's side Pawns are dangerously weakened for the end game. He need not be afraid of early exchanges, or an open game. His implied superior skill will enable him to overcome any little difficulty that may arise in consequence. Even a Pawn ending, if Black can keep his King's Rook's Pawn unmoved and his King at hand, is not necessarily a win for the first player, his extra Pawn notwithstanding. Analysts condemn on principle certain variations in which Black offers a second Pawn for an open game. This condemnation must always be qualified by a consideration of the style,

as well as the strength of the players. Some play an open game much stronger than a close game.

One of Black's difficulties is to develop his Queen's Bishop and bring his Queen's Rook into action. The line of play which accomplishes this object in the Queen's Pawn and Fianchetto openings leaves him in this case with a backward and unsupported King's Pawn. His leading idea should be to treat the opening pretty much as he would the French Defence, with due allowance for the special modifications. He has to maintain the balance of position, as well as he can, with less freedom of action. His adversary may advance against him on either side of the board.

The first player, on his part, must try to keep his adversary's development backward. He has one resource always at hand in case of emergencies. He can give up a minor piece for two Pawns and remain with very little inferiority of force. For example, a Bishop at Q3 attacking a Black Pawn at KKt3, which is defended by the Rook's Pawn only, may be sacrificed in the early part of the game if the White Queen is free to retake the supporting Pawn. White's three Pawns on King's side will then have a clear course, and become very strong. To meet this kind of attack Black may play his Queen in two moves to KKt2 after P-KKt3. Another strong attack, after Black has played P-KKt3, is by promptly advancing the King's Rook's Pawn. If White commences the game with P-Q4 or P-QB4 he does not aim at early advantages, and the play is conducted on the same lines as the Queen's Pawn Game, in which Black has time to secure a fair development and prepare for mid-game contingencies.

SECTION I

TABLE 158.—THE PAWN AND MOVE GAME

(Remove Black's King's Bishop's Pawn)

	1	2	3	4	5
1	P-K4		P-Q3		
	P-K3				
2	P-Q4 (1)		P-Q4 (5)		
	P-Q4 (2)		Kt-KB3	P-B3	P-K4 (9)
3	Q-R5 ch	P × P (4)	Kt-QB3! (6)	Kt-KB3	Kt-KB3 (10)
	P-KKt3	P × P	Kt-B3 (7)	P-Q4	B-Kt5 (11)
4	Q-K5	P-QB4	P-Q5	B-Q3	P × P
	Kt-KB3	Kt-KB3	Kt-K4	P-KKt3	Q-K2
5	P × P! (3)	Kt-QB3	P-B4	P-B3	Q-Q5
	B-Q3	B-QKt5	Kt-B2	B-Kt2	B × Kt
6	Q-K2	B-Q3	Kt-B3	P-K5 +	P × B
	Kt × P	Kt-B3	P-K4		P-B3
7	P-QB4 +	P-QR3	P × P *en pas.*		P × P
		B × Kt ch	B × P		P × Q
8		P × B	B-Q3 +		P × Q
		O-O	(8)		Kt × P
9		Kt-K2 +			B-Kt5 ch +
		B-K3			

(1) If 2 P-KB4, Kt-KR3. If 2 Kt-KB3, P-Q4; 3 P-K5, P-B4.

(2) If 2 ..., P-KKt3; 3 B-Q3, P-B3, and P-Q4. See Col. 4. Or 2 ..., Q-K2; 3 B-Q3, Kt-QB3; 4 Kt-KB3; here Steinitz replied by 4 ..., Kt-Q sq, thence to B2. White may vary with 4 P-QB3 to play Q-B2, in which case it is sometimes convenient for Black to play P-KKt3 and Q-KKt2. A game Wayte *v.* Horwitz runs: 2 ..., P-KKt3; 3 B-Q3, P-B4; 4 P-KR4, P × P; 5 P-R5, B-Kt2; 6 P × P, &c.

(3) If 5 B-KKt5, B-K2; 6 P × P?, O-O; and Black has the attack; if 6 B-QKt5 ch, K-B2 (Fraser *v.* Steinitz); or 6 ..., P-B3; 7 P × P, Q-R4 ch; 8 Kt-QB3, O-O; (if) 9 P-Q6, Kt-Kt5, &c.

(4) If 3 P-K5, P-B4, as in the French Defence. Or 3 B-Q3, (if) 3 ..., P-KKt3; 4 Kt-KB3, P-B4; 5 P-B3, &c. The column is Devinck *v.* Morphy.

(5) Or 2 B-B4, Kt-KB3; 3 P-Q3; or 3 P-Q4, Kt-B3 (not Kt × P); 4 Kt-QB3, P-K3 or 4.

(6) If 3 P-K5, P × P; 4 P × P, Q × Q ch; 5 K × Q, Kt-Kt5, &c.

(7) If 3 ..., P-K4; 4 P × P, P × P; 5 Q × Q ch, K × Q; 6 B-KKt5, B-K3; 7 O-O-O ch.

(8) De Vere *v.* Steinitz played 8 P-B5, B-Q2; 9 B-QB4, Q-K2; 10 O-O, O-O-O.

(9) If 2 ..., P-K3; 3 B-Q3, Kt-QB3; 4 B-K3, Kt-B3; 5 P-QB3, &c. Or 2 ..., B-K3; 3 Q ch, P-KKt3; 4 Q-QKt5 ch, B-Q2; 5 Q × P, Kt-QB3; 6 Kt-KB3, B-Kt2, &c. (Brien *v.* Löwenthal.) If 2 ..., Kt-QB3; 3 Kt-KB3, B-Kt5?. See Col. 8, Note 4.

(10) If 3 P × P, Q-R5. (C. E. R.)

(11) 3 ..., P × P gives White a good game.

TABLE 159.—THE PAWN AND MOVE GAME

(Remove Black's King's Bishop's Pawn)

1 P-K4, Kt-QB3; **2** P-Q4.

	6	7	8	9	10
2	P-Q4	P-K3	P-K4 (4)		
	P-K5 (1)	Kt-KB3	P-Q5 (5)		P×P!
3	B-B4	P-Q4	QKt-K2		Kt×P
	B-QKt5	P-K5	B-KKt5		P-KB4 (9)
4	Q-Q2	KKt-K2 (2)	KKt-B3	P-Q3	Kt-B2
	Kt-K2	B-KKt5	B×Kt	B-Q3 (7)	B-B4
5	O-O-O	P-KR3	P×B	P-KKt3	KKt-R3
	O-O	B-R4	Q-R5 ch	P-KR4	B-K3 (10)
6	P-QR3	Q-Q2	Kt-Kt3	P-KR3	P-B3
	B-Q3	B-Q3	Kt-KB3	B-K3	KKt-B3
7	B×B	P-KKt3	K-K2 (6)	B-Kt2	B-Kt5 ch
	Q×B	B×Kt	P-Q6 ch —	Kt-K2	P-B3
8	P-K3	Kt×B (3)	K×P —	Kt-KB3 (8)	B-R4
	P-QB3+				Q-Kt3+
9	Kt-K2				

(1) 3 P×P is not so good; or 3 Q-R5 ch, P-KKt3; 4 Q×QP, Q×Q; 5 P×Q, Kt×P+. (Salvio.) If 3 Kt-QB3, P×P; 4 P-Q5, Kt-K4; 5 Kt×P, &c. An attack approved in *C. P. C.* is 3 B-QKt5, P-K3; 4 Q-R5 ch, &c.

(2) Or 4 ..., P-KKt3.

(3) If 9 Kt-R4, R-KKt sq; 10 O-O, Kt-B4; 11 Kt-KB3, Q-Kt2; 12 Kt-B3, P-B3; 13 Kt-K2, B-K2, &c.

(4) 2 ..., P-Q3; 3 Kt-KB3, B-Kt5?; 4 P-Q5, Kt-K4; 5 B ch, P-B3; 6 P×P, P×P; 7 Kt×Kt!, (if) B×Q; 8 B×P ch+. If 2 ..., P-KKt3; 3 P-KR4, &c.

(5) If 3 B-QKt5, P×P?; 4 B×Kt, QP×B; 5 Q-R5 ch+; if 3 Kt-KB3, P×P; 4 B-QB4, Q-B3. (Owen *v.* Morphy.)

(6) Better than 7 ..., Q-K2 or K-B2 on account of Salvio's move 8 P-Q6 with a strong attack.

(7) Or 5 B×Kt, Q×B; 6 B-Q3, P-KKt3; 7 P-KR4, &c.

(8) If 9 P-QB4, Kt-Kt5; 10 Q-Q2, P-B4; 11 Kt-B3, B-Q2; 12 O-O-O, P-R3, &c.

(9) 4 Kt-KB3, Kt×Kt ch; 5 Q×Kt, Kt-B3; 6 B-KKt5, B-K2, &c.

(10) If 6 Q-Q4, B-K2!, indirectly guarding the KKt Pawn: or 6 Kt-KB3, B-B4, &c.

TABLE 160.—THE PAWN AND MOVE GAME

(Remove Black's King's Bishop's Pawn)

	11	12	13	14	15
1	P-K4				P-Q4 (8)
	Kt-KR3?		P-B4? (5)	P-KKt3 (7)	Kt-KB3 (9)
2	P-Q4 (1)		Q-R5 ch	P-Q4	Kt-QB3
	Kt-B2		P-KKt3	B-Kt2	P-K3
3	P-QB4 (2)	P-KB4	Q × BP	P-KR4!	P-K4
	P-K3	P-K3	Kt-QB3	P-K4	B-Kt5
4	Kt-QB3	P-B4 (4)	Kt-KB3	P-QB3	B-KKt5
	P-B3 (3)	B-Kt5 ch	P-K4	Kt-K2	P-KR3
5	P-Q5	Kt-QB3	Q-B3	P × P?	B × Kt
	P-Q3	O-O	B-Kt5	B × P	Q × B
6	P-KB4	Kt-B3	Q-Kt3	P-KB4	P-K5
	Kt-QR3	P-Q3	Q-K2 (6)	B-Kt2	Q-B2
7	Kt-KB3	B-Q3	P-B3+	B-B4	B-Q3
	P-KKt3	Kt-B3		QKt-B3	O-O
8	B-Q3	O-O		P-R5	Kt-B3
	B-Kt2	B × Kt		P-Q3	Kt-B3
9	O-O+	P × B+		Kt-KR3+	O-O+
		Kt-K2			

(1) Better than 2 Kt-QB3. If 2 P-KB4?, P-K4.

(2) If 3 B-QB4, P-K3; after the text move or 3 B-Q3, P-K3 or 4 may follow.

(3) 4 ..., P-B4; 5 P-Q5, P-Q3; 6 P-B4, Kt-QR3; 7 Kt-B3, P-KKt3; 8 P-KR4, B-Kt2; 9 P-R5, P-K4; 10 RP × P, RP × P; 11 R × R, B × R; 12 B-Q3, Q-B3. (Devinck *v.* St. Amant.)

(4) Brien *v.* Löwenthal; or 4 B-K3 may be played.

(5) This is better in the Pawn and Two Moves Game. It may be played on the second move, viz. 1 ..., P-K3; 2 P-Q4, P-B4; 3 Q ch, P-KKt3; 4 Q-K5, Kt-KB3; 5 B-KKt5, BK or Kt2; 6 B × Kt, B × B; 7 Q × BP, Kt-B3; 8 P-QB3, P-Q3 and O-O; or 3 P × P, Q-R4 ch; or 3 Kt-KB3 or P-Q5 is playable.

(6) Or 6 ..., Kt-B3; 7 P-B3+. This variation is given by Mr. Potter.

(7) 1 ..., P-QKt3 follows the Fianchetto Defence (see Table 155): De Vere *v.* Steinitz continued: 2 P-Q4, B-Kt2; 3 B-Q3, Kt-QB3; 4 Kt-KB3, P-K3; 5 O-O, &c. The column is from Cochrane's Treatise; Staunton gives 5 B-QB4. Gossip continues 2 P-Q4, P-K3; 3 B-Q3, P-B4.

(8) 1 P-QB4, P-K4; 2 P-Q3, Kt-KB3; 3 Kt-QB3, P-B3; 4 P-K3, P-Q4; 5 P × P, P × P; 6 B-Q2, Kt-B3, &c. Compare the English Opening, p. 256.

(9) 1 ..., P-Q4; 2 P-QB4, as in the Queen's Pawn Game to White's advantage, or 2 P-K3, Kt-KB3, &c. The column is De Vere *v.* Steinitz.

SECTION II

TABLE 161.—THE PAWN AND TWO MOVES GAME

(Remove Black's King's Bishop's Pawn)

1 P-K4, ...; **2** P-Q4.

	1	2	3	4	5
2	P-K3				
3	B-Q3 (1) P-B4! (2)			P-QB4 P-B4!	Kt-QB3 (9)
4	P-K5? Q-R4 ch (3)	P-Q5 P-Q3	P-QB3 (8) P-KKt3	P-Q5 P-Q3	Kt-KB3 P-Q4
5	B-Q2 Q-Kt3	P-QB4 (6) P-KKt3	P-KB4 P-Q4	P-KB4 Kt-KR3	P-K5 B-Kt5 ch
6	Q-R5 ch K-Q sq	P-KR4 B-Kt2	P-K5 Kt-KR3	Kt-QB3 Kt-B2	Kt-B3 KKt-K2
7	Q-B7 (4) Kt-K2	P-R5 P-K4	Kt-KB3 Kt-B3	Kt-B3 B-K2	B-Q3 O-O
8	Kt-QB3 P × P	Kt-QB3 Kt-Q2	O-O B-K2	B-Q3 Kt-QR3	B × Pch (10) K × B
9	Kt-Kt5 Q-B4	P × KtP P × P	K-R sq +	O-O O-O	Kt-KKt5 ch K-Kt3
10	Kt-KB3 QKt-B3 (5)	R × R + B × R (7)		P-K5 + (11)	P-KR4 +

(1) Better than 3 P-KB4 played in Philidor's time. See Col. 14. If 3 Kt-QB3, P-KKt3!; if 3 Q ch?, P-KKt3; 4 Q-K5, Kt-KB3, &c.

(2) Or 3 ..., P-Q3; 4 Kt-KB3; Q-K2 approved by Mr. Potter. If 3 ..., P-Q4; 4 P-K5, P-KKt3 (or 4 ..., Q-Q2; or 4 ..., Kt-K2; 5 B-KKt5; if 4 ..., Q-R5; 5 Kt-KB3); 5 P-KR4, P-B4; 6 P-R5, P-B5; 7 P × P, P × B; 8 R × P, P × P or B-Kt2; 9 Q-R5, and wins.

(3) If 4 ..., P-KKt3; 5 P-KR4, P × P; 6 P-KB4, Kt-K2; 7 P-R5, B-Kt2; 8 Q-Kt4+.

(4) Staunton gives 7 Kt-QB3, P × P; 8 Kt-K4.

(5) 11 O-O, P-QR3; 12 Kt-Q6, K-B2; (if) 13 Q-B4, Kt-Q4, &c.

(6) Or 5 P-K5, to follow with 6 Q ch, (if) P-KKt3; 7 B × P ch, &c.

(7) 11 Q-Kt4, Kt-B sq; 12 Q-Kt3, B-B3; 13 Kt-B3, &c.

(8) If 4 P × P, Q-R4 ch. If 4 Q-R5 ch, P-KKt3; 5 Q-K5, Kt-KB3; 6 B-KKt5 B-K2; 7 B × Kt, B × B; 8 Q × BP, Kt-B3; 9 Kt-KB3, B-K2; 10 Q-QKt5, O-O, &c. (*Handbuch.*)

(9) 3 ..., B-Kt5 ch gives White a good game.

(10) Or 8 B-KKt5, Q-K sq. (Szen *v.* Labourdonnais.)

(11) 10 ..., Q-K sq; 11 P ch, K-R3; 12 Q-B2, Kt-B4; 13 P-KKt4, QKt × QP; 14 KKt × P dis ch, K-R2; 15 Kt × Kt, &c.

TABLE 162.—THE PAWN AND TWO MOVES GAME

(Remove Black's King's Bishop's Pawn)

1 P-K4, ...; **2** P-Q4.

	6	7	8	9	10
2	P-Q3		P-QB4	Kt-QB3 (8)	
3	B-Q3	P-KB4 (4)	Q-R5 ch (5)	P-Q5	P-KB4
	Kt-QB3 (1)	P-K3	P-KKt3	Kt-K4	P-Q4 (10)
4	P-K5	B-Q3	Q × BP	P-KB4	P-K5 (11)
	P-KKt3 (2)	Kt-K2	Kt-QB3	Kt-B2	B-B4
5	P-KB4	Kt-KB3	P-QB3 ! (6)	B-Q3 ! (9)	Kt-KB3
	P × P	P-Q4	P-K4	P-K4	P-K3
6	QP × P	P-K5	Q-B4	Kt-KB3	B-Q3
	B-K3	P-B4	P-QKt4 (7)	P-Q3	KKt-K2 (12)
7	Kt-KB3	P-B3	Q × P	P-B4	P-QB3
	Q-Q2 (3)	QKt-B3	R-Kt sq	Kt-B3	Kt-Kt3
8		O-O +	Q-Q3	Kt-B3	B × B
			P × P	P-B3	P × B
9			P × P	O-O +	Q-Q3
			Kt-Kt5		Q-Q2
10			Q-Q sq +		O-O +
					B-K2

(1) 3 ..., P-K3; 4 Kt-KB3, Kt-K2!; 5 P-KR4, P-KKt3; 6 P-R5, R-Kt sq. (Potter.)

(2) 4 ..., P × P; 5 P-Q5, Kt-Kt5; 6 Q ch, K-Q2; 7 Q-Kt4 ch, &c. If 4 ..., Kt × QP; 5 Q ch, K-Q2; 6 Q-Kt4 ch, Kt-K3; 7 B-B4 or 5+.

(3) Black will castle on Queen's side and have a good game.

(4) Or 3 P-QB4; or 3 P-K5, (if) P × P; 4 Q-R5 ch. (Staunton.)

(5) 3 P × P, Q-R4 ch; 4 Kt-QB3, Q × P; 5 B-Q3, &c. Or 3 P-Q5, P-Q3; 4 P-KB4, to be followed by Kt-KB3. (Potter.)

(6) If 5 P-KB3, P-K4; 6 Q-Q5, P × P; 7 B-QB4, Q-K2, thence to K-Kt2; or 7 ..., Q-R4 ch to simplify.

(7) If 6 ..., Kt-B3; 7 B-Kt5+. Black plays for chances.

(8) 2 ..., P-KKt3 is a very risky defence; 3 P-KR4, B-Kt2; 4 P-R5, &c.

(9) If 5 P-B4, P-K3; 6 Kt-B3 is better than 6 P × P, and exchanging Queens. (Staunton.)

(10) Or 3 ..., P-K3, and afterwards P-Q4. (*B. C. M.*, 1881, p. 201.)

(11) If 4 Q-R5 ch, P-KKt3; 5 Q × QP, Q × Q; 6 P × Q, Kt × P, with a fair game. Another variation is 4 P-B5, Kt-B3; 5 P-K5, Kt-K5; 6 Q ch, P-KKt3; 7 P × P, B-Kt2; 8 P × P dis ch, K-B sq; 9 P-B3, Q-K sq, &c.

(12) Or 6 ..., Kt-R3 and B-K2, as given by Staunton.

TABLE 163.—THE PAWN AND TWO MOVES GAME

(Remove Black's King's Bishop's Pawn)

1 P-K4, ...

	11	12	13	14	15
2	P-Q4			P-KB4	Kt-KB3 (9)
	Kt-QB3			P-K3	P-Q4
3	B-Q3		Kt-QB3 (6)	Kt-KB3	P-K5
	P-Q4	P-K4	P-K4 (7)	P-Q4	P-B4
4	P-K5	P-KB4 (2)	P×P	P-K5	P-B3
	B-K3	P×QP (3)	Kt×P	P-B4	Kt-QB3
5	Kt-KB3	P-K5	P-B4	P-Q4	P-Q4
	Q-Q2	Kt-R3 (4)	Kt-B2	Kt-QB3	B-Kt5
6	P-QB3 (1)	B×P?	B-B4	P-B3	B-K2+
	O-O-O	R×B	KKt-R3	Q-Kt3	P-K3
7	P-QKt4	Q-R5 ch	Q-Q4!	Q-Kt3	
	B-Kt5	P-KKt3	B-K2?	Kt-R3	
8	P-QR4+	Q×P ch	Q×KtP	B-Q3	
		R-B2	B-B3	P-B5	
9		Kt-KB3	B×Kt ch	Q×Q	
		Kt-K2	Kt×B	P×Q	
10		Q-R5	Q-Kt4	B-B2+	
		P-Q3 (5)	P-Q4 (8)	B-Q2	

(1) Or 6 Kt-Kt5!. If then 6 ..., Kt×QP; 7 B×RP; if 6 ..., P-KKt3 or B-B4; 7 P-QB3.

(2) Or 4 P-Q5, QKt-K2; 5 B-Kt5; or 4 P×P, Kt×P; 5 P-KB4 or Q-R5 ch.

(3) If 4 ..., P×BP; 5 B×P, Kt×P?; 6 Q ch, &c. If 4 ..., Kt×P; 5 Q ch, K-K2; 6 Q×P ch, Kt-K3; 7 P-B5, P-Q3. (C. E. R.) If 4 ..., P-Q3; 5 P-Q5, QKt-K2; 6 Kt-B3 or R3, or P-B5+. After P-KB4, Kt-KR3 will generally be found satisfactory. (Tinsley.)

(4) If 5 ..., P-KKt3; 6 P-KR4, &c.

(5) 11 Kt-Kt5, B-Kt5; 12 Kt×R, B×Q, with at least an equal game.

(6) 3 Kt-QB3 is better in reply to 2 ..., Kt-QB3 than to 2 ..., P-K3. Or 3 Kt-KB3, (if) P-Q4; 4 P×P, Q×P; 5 Kt-B3, Q-KR4; 6 B-K2+. Another alternative is 3 P-QB3, approved by Steinitz.

(7) 3 ..., P-K3; 4 Kt-B3, P-Q3; 5 B-K3, P-KKt3; 6 B-QB4 or P-KR4. (*B. C. M.*, 1892, p. 279.)

(8) 11 Q-B3, B×Kt ch; 12 P×B+.

(9) If 1 P-K3, ...,2 B-Q3, Kt-KR3; 3 Kt-KB3, Kt-B2; if 3 ..., P-Q3; 4 Kt-Kt5, P-KKt3; 5 Kt×P, &c.

SECTION III

THE ODDS OF A KNIGHT

Book knowledge is of little practical value to a student in playing with the Odds of a Knight. If he accepts an open game, such as the Evans or King's Gambit, and conducts it on regular lines, the first player will bring a Rook into early action instead of the missing Knight, and the substitution is a decided advantage in certain combinations. If, on the other hand, he plays a close game, there is a centre of Pawns which permit the odds-giver to arrange his pieces in the best possible manner for his superior skill in a side attack. Both these methods of play are admirably illustrated in Löwenthal's collection of Morphy's *Games*. Either way White, with the advantage of the first move, ought to obtain a good position sooner or later. On the principle better later than sooner (from the weaker player's point of view) Mr. Reichhelm has laid down, in *Brentano's Monthly*, some lines of play for the conduct of the defence, upon which, with variations from extraneous sources, we have constructed the following columns. They must only be regarded as an outline of the best method of meeting initial difficulties. The main struggle between position and force comes later in the game, and would require a much larger treatise to elucidate.

It will, however, be seen from our columns that when a Knight is given the opponent's move P-Q4 is much strengthened, and that this consideration largely governs the choice of his opening moves. Mr. Reichhelm's ideal position for the second player resembles that obtainable in the French Defence, but with an open centre. (See Col. 1, Note 4.) In this respect he confirms the opinion expressed by older masters.

Table 164.—THE ODDS OF QUEEN'S KNIGHT

(Remove White's Queen's Knight)

	1	2	3	4	5
1	P-K4				
	P-K4 (1)				
2	Kt-B3		P-KB4		
	P-Q4 (2)		P-Q4 !	P × P	
3	P × P	Kt × P (5)	P × QP	Kt-B3	
	P-K5	Q-K2	Q × P (6)	P-KKt4 (7)	Kt-K2 ?
4	Kt-K5 (3)	P-Q4	Kt-B3	B-B4	B-B4
	Q × P	P-KB3	P-K5	P-Kt5	P-Q4
5	P-Q4	Kt-Q3	Kt-K5	O-O	P × P
	P × P *en pas.*	P × P	B-K3	P × Kt	Kt × P
6	Kt × QP	Kt-B4	B-K2	Q × P	O-O
	B-K2	P-KB4	B-QB4 !	Q-B3	B-K2
7	B-K2	Q-R5 ch		P-K5	P-Q4
	Kt-KB3	P-KKt3		Q × P	O-O
8	O-O	Kt × P		B × P ch	P-B3
	O-O (4)	Q-B2		K × B (8)	B-KKt5
9		Kt-B4		P-Q4	Q-Q3 (10)
		Q × Q +		Q-B4 ! (9)	

(1) Black may also play the French or Sicilian Defence or King's Fianchetto on lines previously given in Book V. on "The Close Game." Gossip gives P-Q4!

(2) 2 ..., P-Q3; 3 B-B4, P-QB3; 4 P-B3, P-Q4!. (Staunton.) Other defences follow the normal lines. Gossip notes the odds receiver should not accept the Evans Gambit.

(3) If 4 Q-K2, Q-K2; 5 Kt moves, KKt-B3 followed by Q-Q sq and B-Q3. Compare Table 5.

(4) To follow with Q home, P-B3 and Q-B2, QKt (by Q2) to Q-Kt3, B-K3, B4, or Kt5, and development of the Rooks as time and opportunity permit.

(5) If 3 P-Q4, P × KP; 4 Kt × P, B-Q3; 5 P-KB4 (or Kt-B4 (C. E. R.)), P × P *en pas.*; 6 Kt × P (B3), Kt-KB3; 7 B-K2, O-O+.

(6) 3 ..., P-K5. (Gossip.)

(7) 3 ..., P-Q4! (Gossip.)

(8) Or 8 ..., K-Q sq; 9 P-Q4, Q × P ch; 10 K-R sq, B-R3, &c.

(9) Given by Steinitz. If 9 ..., Q × P ch; 10 B-K3, Q-B3; 11 Q-R5 ch, Q-KKt3; 12 R × P ch, Kt-KB3; 13 R × Kt ch, K × R; 14 B-Q4 ch, K-K2; 15 R-K sq ch+. See Table 105, Note 4, where White's QKt obstructs.

(10) Continued 9 .. , B × Kt; 10 R × B, P-QB4; 11 B × P, Kt-QB3; 12 QR-KB sq, P × P; 13 R-R3, Kt-B3; 14 B-QB7!, Q × B; 15 R × Kt, P-KKt3; 16 Q × KtP ch, and R mates. (Rosenthal.)

TABLE 165.—THE ODDS OF QUEEN'S KNIGHT

(Remove White's Queen's Knight)

	6	7	8	9	10
1	P-K4		P-QB3	P-KB4 (4)	P-K4 (7)
	P-K4		P-K4	P-K4 (5)	P-K4
2	B-B4		Q-B2	Kt-B3 (6)	Kt-KB3
	B-B4 (*a*)	Kt-KB3	P-Q4	P-K5	P-Q3
3	Q-K2	Q-K2	P-Q3	Kt-K5	P-Q4
	Kt-KB3 (1)	P-Q4	Kt-KB3	P-Q3	P-KB4
4	P-B4	P × P	B-Q2	Kt-B4	P × KP (8)
	B × Kt?	B-Q3	P-B4	P-Q4	BP × P
5	R × B	P-Q4 or KB4	O-O-O	Kt-K5	Kt-Kt5
	P × P	O-O +	Q-R4 (3)	B-Q3 +	P-Q4
6	P-Q4		K-Kt sq		P-K6
	O-O		Kt-B3		B-B4
7	QB × P		P-KR3		Kt-B7
	P-Q4 ! (2)		B-K3		Q-B3
8			P-K3		Q-K2
			B-K2		QB × P
9			P-KKt4		Kt × R
					O-O-O (9)

(*a*) 2 ..., P-QB3 ; 3 P-Q4, P-Q4. (Gossip.)

(1) 3 ..., Kt-QB3 !. See Table 83, Note 1.

(2) 7 ..., Kt × P ; 8 Q × Kt, R-K sq ; 9 B-K5, P-Q3 ; 10 R-KB sq, R-K2 (B-K3 !) ; 11 O-O-O, P × B ; 12 P × P, Q-B sq ; 13 R × P +. (McDonnell *v.* Amateur.)

(3) This column is arranged by Senor Vasquez, to avoid exchanging pieces. If now 5 ..., Kt-B3 ; 6 P-KB4, B-Q3 ; 7 P-KKt3, O-O ; 8 P-K4, Q-B2 ; 9 P-B5, &c. (*B. C. M.*, 1892, p. 11.)

(4) If 1 P-Q4, P-Q4 ; 2 B-B4, P-K3, &c., on the usual lines.

(5) To keep an open centre.

(6) Or 2 P-K4 ! transposing into Cols. 3–5. If 2 P × P, P-Q3, as in From's Gambit, Table 145, playing for a counter attack.

(7) Black (not White) gives Knight in this column, so remove *Black's* Queen's Knight.

(8) Compare Table 11, Note 6.

(9) 10 Kt-B3, Kt-K2 ; 11 P-KR3, Kt-B4 ; 12 P-KKt4, Kt-Q5 ; 13 Q-Q sq, Kt-B6 ch ; 14 K-K2, P-Q5, and wins. (Duffy.)

Table 166.—THE ODDS OF KING'S KNIGHT

(Remove White's King's Knight)

	11	12	13	14	15
1	P-K4				
	P-K4				P-K3
2	B-B4		P-Q4	B-K2 (7)	P-Q4
	P-QB3 (1)	Kt-KB3	P × P (5)	Kt-KB3	P-Q4
3	Kt-B3	P-Q4	B-QB4	P-Q3	Kt-B3
	Kt-B3 (2)	Kt × P	B-B4	B-B4	P-QB4
4	P-Q4	P × P	P-B3	O-O	P × QP
	P-Q4 !	Kt × P ?	P × P ?	O-O	KP × P
5	P × QP	O-O	Q-Kt3	K-R sq	P × P
	P-K5	Kt × Q	Q-B3	P-Q3	P-Q5
6	P × P	B × P ch	O-O	P-KB4	Kt-K4
	QKt × P (3)	K-K2	P-Q3	Kt-B3	Q-K2
7	P-Q5	B mates	Kt × P	P-B3	B-Kt5 ch
	Kt-K4 +	(4)	P-QB3	Q-K2	B-Q2
8			P-K5 !	P-B5	O-O !
			P × P	B-Q2	B × B
9			Kt-K4	P-KKt4	R-K sq !
			Q-K2 (6)	K-R sq (8)	K-Q sq ! (9)

(1) Or 2 ..., P-Q4 !. (C. E. R.) If 2 ..., B-B4; 3 O-O, Kt-K2 may be played; if 3 P-QB3, Kt-KB3; 4 P-Q3 !, P-QB3; 5 O-O, P-Q4+. Gossip suggests 2 ..., P-KB4. See Table 87, Cols. 24–25.

(2) To other moves Black replies with P-Q4, as in Col. 1.

(3) Or 6 ..., P × P. (Reichhelm.)

(4) Bird *v.* Jacobsen. Compare Col. 7, also Tables 83 and 84.

(5) If 2 ..., P-Q4; 3 P × KP, P × P; 4 Q × Q ch, K × Q; and White simplifies without a compensating advantage; if 3 Kt-B3, B-Kt5; 4 P × QP, Q × P+. (Reichhelm.)

(6) 10 B-K3, B × B ?; 11 B × P ch, K-B sq; 12 B × Kt, B × Kt3; 13 K-R sq, R × B; 14 P-B4, R-R sq; 15 P × P dis ch, K-K sq; 16 Kt-Q6 ch, K-Q sq; 17 Kt-B7 ch, K-B2; 18 P-K6, Q × P; 19 Q-KKt3 ch, K-Q2; 20 QR-Q sq ch, K-K2; 21 Q-Kt5 ch, K-B sq; 22 R-Q8 ch, and mates in three moves. (Buckle *v.* Amateur.)

(7) If 2 Kt-B3, P-QB3; 3 B-B4, B-Kt5; 4 O-O, Kt-B3 to follow with P-Q4, &c. If 2 P-KB4, P-Q4; 3 Kt-B3, P-Q5; 4 Kt-K2 (if 4 Kt-Q5, P-QB3+), B-KKt5. (Reichhelm.)

(8) P-Kt5, Kt-KKt sq; 11 P-KR4, P-B3, &c. (McDonnell *v.* Captain Evans.)

(9) 10 B-Kt5, P-B3; 11 Kt × P, P × Kt; 12 R × Q, B × R; 13 Q × P ch, Kt-Q2; 14 P-QKt4, P-KR3; 15 B-B4+. (Blackburne *v.* Younger.)

INDEX

PAGE

Abbreviations, Explanation of xviii
Allgaier Gambit, Introduction 186
1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4; 4 P-KR4, P-Kt5;
5 Kt-Kt5, P-KR3; 6 Kt×P, K×Kt; 7 Q×P (Allgaier) . . . 187
7 P-Q4 (Thorold) . . 187–192
7 B-QB4 ch (Ouroussoff) . 191
5 ..., P-Q4, &c.; 5 ..., P-KB3; or 5 ..., P-KR4 187
Anderssen's Attack in the Evans Gambit 82
„ Opening (1 P-QR3) 263

Bardeleben's V[illegible]ation in the Vienna Opening (3 B-B4) 219
Benima's Defe[illegible] in the Scotch Game (4 ..., B-K2) 45
Berlin Defence [illegible] the King's Bishop's Opening (1 P-K4, P-K4; 2 B-B4,
Kt-KB3) 140
Bertin's or Three Pawns' Gambit, see Cunningham Gambit 195
Bird's Defence in the Ruy Lopez' Knight's Game (3 ..., Kt-Q5) . . . 128
„ Opening (1 P-KB4, &c.) 258
Bishop's Gambit, see King's Bishop's Gambit 197
Blackburne's Variations in the Four Knights' Game 130
„ „ „ Scotch Gambit (7 Q-Q2, &c.) . . . 42
Blackmar's Gambits 235, 255
Boden-Kieseritzky Gambit, Introduction 146
1 P-K4, P-K4; 2 B-B4, Kt-KB3; 3 Kt-KB3, Kt×P 147
Book I.—The King's Knights' Opening 1
„ II.—The King's Bishop's Opening 137
„ III.—The King's Gambits 149
„ IV.—Miscellaneous Gambits 211
„ V.—The Close Game 239
„ VI.—Games at Odds 265
Bryan's Variation in the King's Bishop's Gambit 200

Calabrese Counter Gambit in King's Bishop's Opening (1 P-K4, P-K4;
2 B-B4, P-KB4) 145
Calabrese Gambit (1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4;
4 B-B4, B-Kt2; 5 P-KR4) 161
Calthrop's Variation in the King's Bishop's Gambit 200
Centre Counter Gambit (1 P-K4, P-Q4, &c.) 236
„ Gambit, Introduction 228
1 P-K4, P-K4; 2 P-Q4, P×P; 3 Q×P, Kt-QB3 229
3 Kt-KB3 230
3 B-QB4, &c. 231

PAGE

Classical Defences (so called)—
King's Bishop's Opening (2 ..., B-B4) 142–144
,, ,, Gambit (3 ..., Q-R5; or 3 ..., P-Q4; 4 B×P, Q-R5) 202–205
Close Game (Book V.), Introduction and Summary of Sections . . 239–240
Cochrane's Gambit, see Salvio Gambit (6 ..., P-B6) 166
,, Variation in Petroff's Counter Attack (4 Kt×P) . . . 20
,, ,, the Queen's Pawn Counter Gambit (3 ..., Q-K2) . 13
,, Variations in the Scotch Game (6 Kt×BP and 6 P×BP) . 38, 50
Compromised Defence, see Evans Gambit (Cols. 43–55) . . . 103–107
Cozio's Defence in the King's Bishop's Gambit (3 ..., Kt-KB3) . . . 198
Cunningham Gambit, Introduction 193
1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, B-K2; 4 B-B4, B-R5 ch;
5 K-B sq 194
5 P-KKt 3 (Bertin and Stamma) 195–196
Cunningham (J. G.), Variation in the Vienna Game (4 Kt-Q5) . . . 220
Czank's Variation of the Salvio Gambit (6 ..., Kt-QB3) 166

Damiano Gambit, see Introduction 4
1 P-K4, P-K4; 2 Kt-KB3, P-KB3; 3 Kt×P, &c. (Col. 1) . . 5
Distinction from the Greco Counter Gambit 6
Danish (or Scandinavian) Gambit, Introduction 228
1 P-K4, P-K4; 2 P-Q4, P×P; 3 P-QB3 233
Double Fianchetto Defence (1 P-K4, P-QKt3; 2 P-Q4, P-KKt3) . . . 260
,, Ruy Lopez, see Four Knights' Game 132
Douglas' Defence in the Evans Gambit (11 ..., Kt-K4) 102

English Game, see Staunton's Opening 28
,, Opening (1 P-QB4, P-QB4) 256
Evans Gambit (Part I.), Introduction 74
1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-QKt4, B×KtP;
5 P-B3, B-B4, &c. 77
Variations following the Normal position 77–88
Evans Gambit (Part II.), Introduction 89
1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-QKt4, B×KtP;
5 P-B3, B-R4 91
Variations springing from 6 Q-Kt3 and 6 O-O 91–106
,, ,, ,, 6 P-Q4 107
The Compromised Defence (Cols. 43–55) 103–107
Evans Gambit Declined (4 ..., B-Kt3 and 4 ..., P-Q4) 108–110

Falkbeer's Counter Gambit (1 P-K4, P-K4; 2 P-KB4, P-Q4; 3 P×QP,
P-K5, &c.) (Cols. 3–5) 208
Fegatello, see Two Knights' Defence 54
Fianchetto Defences (1 P-K4, P-QKt3, and P-KKt3) 260
,, Openings (1 P-QKt3 and 1 P-KKt3) 259
Flechsig's Variation in the Four Knights' Game 132
Forsyth's Variation in the King's Bishop's Gambit (3 B-Q3) . . . 206
Four Knights' Game, Introduction 129
1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 Kt-B3, Kt-B3 . . . 130–136
Fraser's (and Mortimer's) Attack in the Evans Gambit 79

PAGE

Fraser's Attack in the French Game (2 P-Q3) 246
,, (also Möller's) Defence in the Greco Counter Gambit (3 ..., Kt-QB3) 9
,, Variation in the Bishop's Gambit (Cols. 29, 30) 203
,, ,, ,, Scotch Gambit (7 B-K3) 39
,, ,, ,, ,, ,, (5 Kt-KB3) 41
,, ,, ,, Steinitz Gambit 227
,, ,, ,, Vienna Opening (Col. 17) 220
Freeborough's Variations in the Allgaier Gambit (Cols. 6–13, 17) . 188–191
French Defence, Introduction 241
1 P-K4, P-K3; 2 P-Q4, P-Q4; 3 P×P and Kt-QB3 . . . 242–245
3 Kt-Q2, B-Q3, and P-K5 . . . 245
2 P-K5, P-Q3, P-KB4, and P-QB4. . . . 245–246
Gledhill Attack 243
Tschigorin Attack 246
From's Gambit (1 P-KB4, P-K4; 2 P×P, P-Q3; 3 P×P, B×P) . . . 234
Fyfe Gambit (1 P-K4, P-K4; 2 Kt-QB3, Kt-QB3; 3 P-Q4) 219

Games at Odds, Introductions 265, 273
Games 267, 274
Ghulam Kassim's Variation in the Evans Gambit 91
,, ,, Attack in the Muzio Gambit (5 P-Q4) 169
Gianuzio's Defence in the Bishop's Gambit (3 ..., P-KB4) 199
Giuoco Piano, Introduction and Maxims 60
1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-B3, P-Q3, O-O, and Kt-B3 62–68
Gledhill Attack in the French Defence 243
Göring's Attack in the Evans Gambit (10 B-KKt5) 78
,, Gambit in the Scotch Game (4 P-B3) 50
Greco Counter Gambit, Introduction 6
1 P-K4, P-K4; 2 Kt-KB3, P-KB4; 3 P×P, Kt-B3, Kt×P, and B-B4 . 7–11

Hall's Variation in the Centre Gambit (4 Q-B4) 230
Hamppe-Allgaier Gambit in the Vienna Opening (5 P-KR4) . . . 223
Hamppe-Allgaier-Thorold Gambit (8 P-Q4) 223
Hamppe's Opening, see Vienna Opening 214
Harvey's Variation in the Evans Gambit (10 B×P ch) 77
Horny's Defence in the Allgaier Gambit (8 ..., B-Q3) 187
Horwitz's Attack in the Scotch Gambit (5 Kt-Kt5) 39
Hungarian Defence, Introduction 58
1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-K2 59

Introduction, General vii
Irregular Openings 261
Irregular and Unusual Defences to the King's Knight's Opening . . 4
2 ..., P-KB3, Q-B3, B-Q3, B-B4, and P-QB3 5
Italian Game, see Giuoco Piano 60

Jaenisch's Counter Gambit in the Ruy Lopez Knight's Game (3 ..., P-KB4) 125
,, Variation in Staunton's Opening (3 ..., Kt-B3) 34
Jerome Gambit, Introduction 72
1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 B×P ch . . 73

PAGE

Kassim, see Ghulam Kassim.
Kieseritzky Gambit, Introduction 174
1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4; 4 P-KR4,
5 Kt-K5 175
5 ..., P-Q3 (Kolisch) and 5 ..., P-Q4 (E. Morphy) 175
5 ..., Q-K2 (Rosenthal) and 5 ..., B-K2 (Salvio, Polerio, &c.) . . 177
5 ..., Kt-QB3 (Neumann) 178
5 ..., Kt-KB3 (Philidor) 179
5 ..., B-Kt2 (L. Paulsen) 182
5 ..., P-KR4 (Kieseritzky, &c.) 184
Kieseritzky-Boden Gambit in King's Bishop's Opening 146
Kieseritzky-Bryan Counter Attack in the King's Bishop's Gambit (4 ...,
P-QKt4) 200
King's Bishop's Pawn Game (Bird, &c.) 258
,, ,, ,, as a Defensive Move 1
,, ,, Gambit, Introduction 197
1 P-K4, P-K4; 2 P-KB4, P×P; 3 B-B4,
3 ..., P-QB3 and Kt-KB3 (Lopez, Cozio, Lichtenhein, &c.) . . 198
3 ..., P-KB4 (Lopez, Gianuzio, Salvio, &c.) 199
3 ..., P-KKt4 and P-QKt4 (Bryan, Kieseritzky, Calthrop, &c.) . 200
3 ..., Kt-QB3 (Maurian) 201
3 ..., Q-R5 ch, or 3 ..., P-Q4; 4 B×P, Q-R5, &c. (Classical
Defences) 201–205
3 B-K2 and 3 B-Q3 (Forsyth) 206
King's Bishop's Openings (Book II.), Introduction 137
,, ,, Summary of Sections 139
,, Fianchetto (1 P-KKt3) 259
,, Gambits (Book III.), Introduction 149
,, ,, Summary of Sections 151
King's Gambit (Proper), Introduction 152
1 P-K4, P-K4; 2 P-KB4, P×P; 3 P-Q4, P-KR4, &c. 153
3 Kt-KB3, P-Q4, P-KB4, Kt-KB3, Kt-K2 or QB3, and P-KKt4 . 154–161
King's Gambit Declined, Introduction 207
1 P-K4, P-K4; 2 P-KB4, P-Q4, P-Q3, Kt-KB3, and B-B4 . . 208–210
King's Knight's Defence in the King's Bishop's Opening 140
King's Knight's Gambit, see Kieseritzky Gambit 174
King's Knight's Opening (Book I.), Introduction, &c. 1
King's Rook's Pawn Gambit, see King's Gambit (3 P-KR4) . . . 153
Koch and Ghulam Kassim's Attack in the Muzio Gambit (5 P-Q4) . . 169
Kolisch's Defence in the Kieseritzky Gambit (5 ..., P-Q3) 175

Lange, see Max Lange.
Lewis' Counter Gambit in the King's Bishop's Opening (Cols. 16, 17) . 143
Lichtenhein's Counter Attack in the King's Bishop's Gambit (3 ..., Kt-KB3) 198
Limited Bishop's Gambit (3 B-K2) 206
Lopez' Counter Gambit (1 P-K4, P-K4; 2 Kt-KB3, P-Q3; 3 B-B4, P-KB4)
(Note 1) 24
Lopez' Gambit in the King's Bishop's Opening (1 P-K4, P-K4; 2 B-B4,
B-B4; 3 Q-K2, &c.) (Cols. 18, 19, 20) 143
Lopez-Philidor Defence (1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-Kt5, P-Q3) 126

PAGE
Lopez' Knight's Game (1 P-K4, P-K4 ; 2 Kt-KB3, Kt-QB3 ; 3 B-Kt5) . 111
Lopez' Variation in the Bishop's Gambit (3 ..., Kt-KB3, &c.) . . . 198

McDonnell's Attack in the Muzio Gambit (5 Kt-QB3) 168
,, Double Gambit in the King's Bishop's Opening . . . 144
,, Variation in the Steinitz Gambit (6 ..., Q-K2 ch) . . . 224
Mackenzie's Defence in the Greco Counter Gambit (Col. 2) . . . 7
Maurian's Defence in the King's Bishop's Gambit (3 ..., Kt-QB3) . . 201
Max Lange's Attack, Introduction and Transpositions 69
1 P-K4, P-K4 ; 2 Kt-KB3, Kt-QB3 ; 3 B-B4, B-B4 ; 4 O-O, Kt-B3 ;
5 P-Q4 70
Meadow Hay Opening (Irregular) 263
Meitner's Variation in the Scotch Gambit (7 Kt-B2) 42
Minckwitz's Variation in the Steinitz Gambit (5 ..., P-QKt3) . . . 226
Minor Principles xv
Miscellaneous Gambits, Introduction and Summary of Sections . . 211–213
Möller's (also Fraser's) Defence in the Greco Counter Gambit (3 ..., Kt-QB3) 9
Morphy's Defence in the Kieseritzky Gambit (5 ..., P-Q4) 175
,, Variation in Staunton's Opening (4 ..., P-Q3) 29
Mortimer's Attack in the Evans Gambit (Col. 19) 79
,, Defence in the Ruy Lopez' Knight's Game (4 ..., Kt-K2) . . 118
Muzio Gambit, Introduction 167
1 P-K4, P-K4 ; 2 P-KB4, P×P ; 3 Kt-KB3, P-KKt4 ; 4 B-B4, P-Kt5 ;
5 B×P ch, Kt-B3, P-Q4, and O-O 168–173

Neumann's Defence in the Kieseritzky Gambit (5 ..., Kt-QB3) . . . 178
Normal position in the Evans Gambit, Part I. (Diagram) 74
,, ,, Compromised Defence, Part II. (Diagram) . . 103
Notation, Explanation of xvii

Odds of a Knight 273
Ourousoff's Attacks in the Allgaier Gambit 191
,, Variation in the King's Bishop's Opening 140

Pagan's Variations in the Allgaier Gambit (Cols. 14, 15) 190
Paulsen (L.), Attacks in the Scotch Gambit (7 Q-Q2 and 7 B-QKt5) . . 42
,, Attack in Philidor's Defence (5 P×P) 24
,, Defence in the Evans Gambit (10 ..., Kt-K2) 78
,, ,, Kieseritzky Gambit (5 ..., B-Kt2) . . . 182
,, ,, Muzio Gambit (11 ..., Q-B4) 172
,, Variation in the French Defence (3 Kt-QB3) 243
,, ,, Vienna Opening (3 P-KKt3) 219
Paulsen (W.), Variation in the Centre Gambit (4 Q-K3) 229
Pawn and Move Game 265
Pawn and Two Moves Game 265, 270
Petroff's Counter Attack, Introduction 14
1 P-K4, P-K4 ; 2 Kt-KB3, Kt-KB3 ; 3 Kt×P, P-Q4, &c. . . . 15
Philidor's Defence in the King's Knight's Opening, Introduction . . 21
1 P-K4, P-K4 ; 2 Kt-KB3, P-Q3 ; 3 P-Q4, P-KB4, &c. . . . 22–24
Philidor's Defence in the Kieseritzky Gambit (5 ..., Kt-KB3) . . . 179

PAGE

Philidor's Defence in the King's Gambit (4 ..., B-Kt2) 155
Pianissimo, see Giuoco Piano 60
Pierce (W. T.), Gambit in the Vienna Opening (5 P-Q4) 221
„ Variations: Boden-Kieseritzky Gambit 147
Polerio Gambit, see King's Gambit 153
Polerio's Defence in the Kieseritzky Gambit (5 ..., B-K2) . . . 177
Ponziani's Counter Attack in Staunton's Opening (3 ..., P-B4) . . . 29
Potter's Minor Principles xv
„ Variations in Staunton's Opening 35
„ „ the Evans Gambit 107
Principles xii
Pulling's Variation in the Scotch Gambit (4 ..., Q-R5) 39

Quaada's Gambit, see King's Gambit (Note 11) 154
Queen's Bishop's Pawn Defence in the King's Bishop's Opening . . . 144
„ Pawn Game, see Staunton's Opening 28
Queen's Fianchetto (1 P-QKt3) 259
„ Gambit (1 P-Q4, P-Q4; 2 P-QB4, P×P) 238
„ Gambit Declined, see Queen's Pawn Game 253
„ Knight's Opening, see Vienna Opening 211
„ Pawn Counter Gambit, Introduction 12
1 P-K4, P-K4; 2 Kt-KB3, P-Q4; 3 P×P! and Kt×P . . . 13
Queen's Pawn Game, Introduction 250
1 P-Q4, P-Q4; 2 P-K3, Kt-QB3, Kt-KB3, P-QB4, and B-B4 . 251–254
1 ..., P-KB4; 2 P-QB4, Kt-KB3, P-K4, B-KKt5, and P-KKt3 . . 255

Ranken's Variations in the Four Knights' Game 132–134
References, Explanation of xviii
Richardson's Attack in the Evans Gambit 101–102
Riviere's Opening (1 P-Q4, P-KB4) 255
Rook's Pawn Gambit, see King's Gambit 153
Rosenthal's Defence in the Kieseritzky Gambit (5 ..., Q-K2) . . . 177
„ Variations in the Evans Gambit Declined 108
Rosentreter's Gambit, see King's Gambit (Note 12) 154
Russell's Variation in the Scotch Game (8 P-KKt3) 41
Russian Defence, see Petroff's Counter Attack 14
Ruy Lopez' Knight's Game, Introduction 111
1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3, 3 B-Kt5, P-Q3 119
3 ..., P-QR3; KKt-K2, and Kt-B3 113–118
3 ..., Kt-Q5; B-Q3 128

Salvio Gambit, Introduction 162
1 P-K4, P-K4; 2 P-KB4, P×P; 3 Kt-KB3, P-KKt4; 4 B-B4, P-Kt5; 5 Kt-K5, Q-R5 ch; 6 K-B sq, Kt-KB3, Kt-KR3, Kt-QB3, P-B6, &c. 163–166
Salvio's Defence in the Bishop's Gambit (3 ..., P-KB4) 199
„ „ Kieseritzky Gambit (5 ..., B-K2) 177
Sanders' Defence in the Evans Gambit (7 ..., B-Q2) 95

PAGE

Scandinavian Gambit, see Danish Gambit 228, 233
Schmidt's Variation of Staunton's Opening (5 P-Q5) 29
Schoumoff's Variation in the Scotch Game (9 ..., P-Q4) 48
Schuloff's Variation in the Salvio Gambit (6 ..., Kt-QB3) 166
Scotch Game or Gambit, Introduction 37
1 P-K4, P-K4 ; 2 Kt-KB3, Kt-QB3 ; 3 P-Q4, Kt×P 38
3 ..., P×P ; 4 Kt×P, B-B4, and P-B3 39–50
Sections, see Summary of Sections.
Sicilian Defence: 1 P-K4, P-QB4 ; 2 Kt-QB3 249
2 Kt-KB3, P-KB4, B-B4, P-KKt3, P-QKt3, and P-QKt4 . . . 248
Sörensen's Gambit, see King's Gambit (Col. 10) 154
Spanish Game, see Ruy Lopez' Knight's Game 111
Stamma's Variation of the Centre Gambit (3 Q-K3) 229
Starbuck's Variation in the Two Knights' Defence (13 ..., Q-Q sq) . . 52
Staunton's Opening, Introduction 28
1 P-K4, P-K4 ; 2 Kt-KB3, Kt-QB3 ; 3 P-B3, P-B4, P-Q3 or 4, and Kt-B3 29–36
Steinitz' Defences in the Evans Gambit 80, 84, 86, 93, 126
,, ,, Ruy Lopez' Knight's Game 119
,, Variation in the French Defence (2 P-K5) 246
,, ,, Three Knights' Game (3 ..., P-KKt3) . . . 27
,, Variations in Petroff's Counter Attack 16–19
,, Gambit, Introduction 211
1 P-K4, P-K4 ; 2 Kt-QB3, Kt-QB3 ; 3 P-B4, P×P ; 4 P-Q4, Q-R5 ch ; 5 K-K2, P-Q4 224
5 ..., P-Q3, P-KKt4, and P-QKt3 226
Stonewall Opening (Irregular) 263
Summary of Sections—
The King's Knight's Opening 3
,, Bishop's Opening 139
,, Gambits 151
Miscellaneous Gambits 213
The Close Game 240
Games at Odds 265
Swedish, or Scandinavian Gambit, see Danish Gambit . . . 228–233

Tarrasch's Trap in the Ruy Lopez (Note 3) 117
Tennison Gambit (1 Kt-KB3, P-Q4 ; 2 P-K4) 263
Thorold's Attack in the Allgaier Gambit (7 P-Q4) 187–192
,, ,, King's Gambit Declined (Note 10) . . . 210
Three Knights' Games, Introduction 25
1 P-K4, P-K4 ; 2 Kt-KB3, Kt-KB3 ; or 2 ..., Kt-QB3 . . . 26–27
Three Pawns' Gambit, see Cunningham Gambit 195–196
Tschigorin Attack in the French Defence 246
Two Bishops' Opening, see Classical Defences 142
Two Knights' Defence, Introduction 51
1 P-K4, P-K4 ; 2 Kt-KB3, Kt-QB3 ; 3 B-B4, Kt-B3 ; 4 Kt-Kt5 . . 52
4 P-Q4, O-O, P-Q3, and Kt-B3 . 56

Unusual and Irregular Openings 261–263

PAGE

Van 't Kruys Opening (1 P-K3) 259
Vienna Opening, Introduction 214
1 P-K4, P-K4; 2 Kt-QB3, B-B4, and Kt-KB3 215
2 ..., Kt-QB3, 3 P-KKt3, B-B4, P-Q4, &c. 219
3 P-B4 (Pierce, Hamppe, Steinitz, &c.) 221–227

Waller's Attack in the Evans Gambit (8 Q-Kt3) 103
Wing Gambit in the King's Bishop's Opening (3 P-QKt4) 144

Zukertort's Opening (1 Kt-KB3) 263
,, Variations in Philidor's Defence (4 Kt-B3) 22
,, ,, the Compromised Defence 103–104
,, ,, the Salvio Gambit 165

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